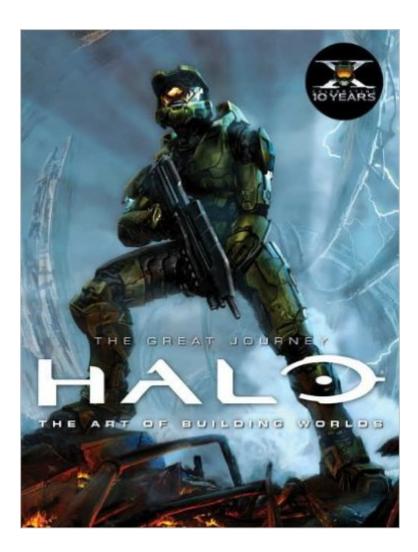
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Halo: The Art Of Building Worlds





Synopsis

Charting the glorious decade that spans Halo: Combat Evolved to Halo: Reach, Halo: The Great Journey is a lavish and spectacular review of ten years of groundbreaking game art brought together in one place as never before. Halo: The Great Journey is the ultimate gallery of the Halo universe - from characters to weapons and much more; with sketches and concept art by acclaimed artists such as Ashley Wood, the detailed interiors and sweeping landscapes of Alex Chu, and Frank Capezzuto's breathtaking spacescapes. In addition there is art from Halo: Legends - the anime DVD - book covers, comic pages, marketing images and more; plus an introduction from "the face of Halo," Frank O'Connor. A celebration of visual splendor - from the Spartans themselves to the breathtaking vistas of dawn breaking on an alien world -Â Halo: The Great Journey is dramatic, grandiose and utterly awesome.

Book Information

Hardcover: 192 pages Publisher: Titan Books; Reprint edition (October 18, 2011) Language: English ISBN-10: 0857685627 ISBN-13: 978-0857685629 Product Dimensions: 9.4 x 0.9 x 12.1 inches Shipping Weight: 2.8 pounds (View shipping rates and policies) Average Customer Review: 4.8 out of 5 stars Â See all reviews (27 customer reviews) Best Sellers Rank: #488,606 in Books (See Top 100 in Books) #74 in Books > Computers & Technology > Games & Strategy Guides > Game Design #132 in Books > Arts & Photography > Other Media > Video Games #158 in Books > Arts & Photography > Other Media > Conceptual

Customer Reviews

"Totally breath-taking." - io9"This is a book that deserves huge recognition. Not only is the subject matter one of the most important gaming franchises to ever hit our machines, it also has life, colour and soul bouncing from every page combined with words from people that have lived and breathed Halo. Itâ ™s a book that could grace any shelf or coffee table and become a talking point. In fact itâ ™s worth buying a coffee table just for this book." - This Is Xbox"Halo: The Art of Building Worlds is simply magnificent in production and content. Even this reviewer, who is not a fan of the series, cannot help but be blown away by the sheer beauty of this book." - Square Go"AÂ compelling visual tour of this extraordinary universe." - School Library Journal"Simply put,

this book is a must have for every Halo fan." - The Daily Blam"...a breathtaking window into the creation of one of gaming⠙s most imaginative universes. With a near perfect blend of expansive art pieces, rich backstory, and entertaining anecdotes, the book is a worthy tribute to Microsoftâ ™s juggernaut franchise." - Piki Geek"If you're any kind of Halo fan, it's an absolute treat and an essential must have." - CVG"A glorious celebration of Halo." - Xboxer 360"...the kind of art book that you can get lost in..." - SciFi Mafia"A brilliantly compiled graphic history." - Gamer Wok

Martin Robinson is an award-winning gaming journalist.

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