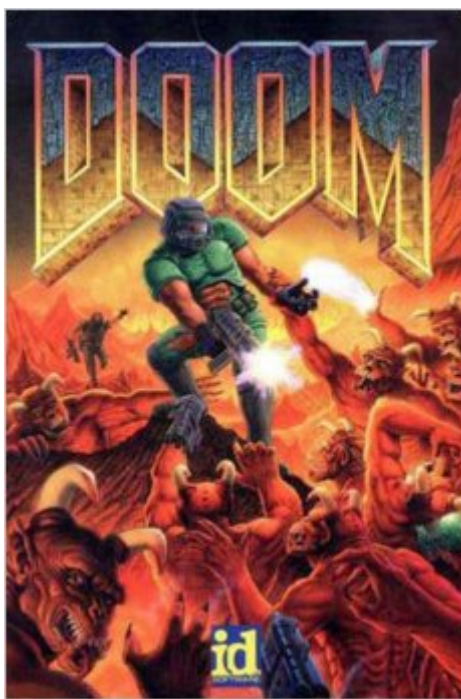


The book was found

Art Of DOOM



Synopsis

From id Software, the studio that pioneered the first-person shooter genre and coined the multiplayer term Deathmatch, comes a massive art tome from the highly anticipated next installment of DOOM! From the massive UAC facilities on Mars to the depths of hell, uncover never-before-seen sketches and concept art from DOOM. The book also features an exclusive look at the development of the relentless demons of hell, devastating, over-the-top weapons, as well as the iconic DOOM marine-- all accompanied by commentary from the developers themselves. The Art of DOOM is indispensable for fans of video games, visceral first-person shooter combat, and pulse-pounding action! This is the companion Art book for DOOM, the latest installment of the Doom franchise, set for release May 13th 2016.

Book Information

Hardcover: 184 pages

Publisher: Dark Horse Books (June 21, 2016)

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Product Dimensions: 9.3 x 0.8 x 12.3 inches

Shipping Weight: 2.9 pounds (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 stars [See all reviews](#) (12 customer reviews)

Best Sellers Rank: #154,131 in Books (See Top 100 in Books) #50 in [Books > Arts &](#)

[Photography > Other Media > Video Games](#) #374 in [Books > Humor & Entertainment > Pop](#)

[Culture > Art](#) #503 in [Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games](#)

Customer Reviews

If you're a huge fan of the game and want a glimpse into the design process, this is the book for you. The printing is high quality, and I find myself opening it to flip through the pages every-time I walk by it. That being said I have a few minor quips with it, but first the good. As mentioned the printing is of the utmost quality. No blemishes, colors are rich and detailed; the matte front and back cover practically glows. The book has one little blurb in the front about the art and process, but the rest of it is just pictures with a few in-game info blurbs here and there. The pages contain a mixture of sketches, full color concept art, final drafts and stunning clay-model renders; including things that didn't make it into the final game. This also includes items and armors from the multiplayer as well.

It's split into five sections: demons, environments, characters, weapons, and props. Even minor things like power-ups and special effects get featured as well. While there are a lot of pros, I have a few minor quips with the book. One of the monsters I was hoping to see the art process for was the Imp, since it received a big visual overall from the previous games. However, there is only one full page for the imp which consists of just one large full color concept piece that didn't make it into the game. The same treatment happened with the Hell-knight where it was only given one full page, which was a clay model render; though it was a really nice shot. It seems some of the monster and character pages received more dedication to in the book than others. While I understand this was probably done to keep the book from weighing a ton, it would've been nice to see a more complete overview of each.

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