

The book was found

The Art Of Uncharted 4: A Thief's End



Synopsis

Journey alongside Nathan Drake once again, as Naughty Dog and Dark Horse Books team up to bring you this comprehensive and breathtaking exploration into Uncharted 4: A Thief's End! Numerous never-before-seen designs and concept art accompanied by commentary from the developers give you behind-the-scenes access to the creation of this gaming masterwork. This beautiful oversized hardcover is a must-have for any fan of the Uncharted franchise and high quality video game art. The Art of Uncharted 4 will be released by Dark Horse simultaneously with the new game, Uncharted 4.

Book Information

Hardcover: 184 pages

Publisher: Dark Horse Books (May 10, 2016)

Language: English

ISBN-10: 1616559276

ISBN-13: 978-1616559274

Product Dimensions: 9.3 x 0.8 x 12.3 inches

Shipping Weight: 3 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars 19 customer reviews

Best Sellers Rank: #102,534 in Books (See Top 100 in Books) #47 in Books > Arts &

Photography > Other Media > Video Games #202 in Books > Comics & Graphic Novels >

Publishers > Dark Horse #255 in Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games

Customer Reviews

Naughty Dog, Inc. is an American video game developer based in Santa Monica, California.

Founded by Andy Gavin and Jason Rubin in 1984 as an independent developer, the studio was acquired by Sony Computer Entertainment in 2001. Gavin and Rubin produced a sequence of progressively more successful games, including Rings of Power for the Sega Genesis/Mega Drive and Way of the Warrior for the 3DO. The latter, a very low-budget but still plausible offering, prompted Universal Interactive Studios to sign the duo to a three-title deal and fund the expansion of the company. The author lives in Santa Monica, CA..

Uncharted is probably the reason why I bought a Playstation. I remember being mesmerised by the world in Uncharted as I trekked through the jungle looking for a way out. To me, this is the most

immersive game in terms of plot, direction and character development. I'm looking at the artbook for the final game and I've not played the game yet. But all those emotional feelings I felt while playing the earlier games are coming back to me. It's like coming out of the cinema after a wonderful movie and the mind is still playing back the scenes. As I looked through the pages of art, I could feel that this last game is going to be an emotional ride. This 176-page hardcover artbook is published by Dark Horse. Collected within are the development art for the game arranged in chronological order. The artworks are a mix of character designs and environment art. There are a lot of characters throughout the game and you'll get to see Nathan, Sully and Elena in various different clothes, and also the many other characters and enemies. The environment artworks are breathtaking as usual. Every one is good enough to be printed out huge and hung on the wall. I just love the design of the places, towns, Madagascar, Scotland, tropical forests, cove, beaches and underwater. I can see where the artists get their inspiration from, such as the huge stone faces in the middle of the jungle. Those are clearly from the famous stone faces at the Bayon temples in Cambodia. As a gamer, to be able to visit such beautiful places from the comfort of your seat at home is just amazing. For concept artists who want to study how good concept art looks like, you'll get a lot of good reference in this book. I guess the downside is the lack of commentary to accompany the artworks. However, there's a lengthy introduction included right at the front that gives us a recap on how the story and characters have evolved since the first game. This is an excellent companion art book for the fans. To me, it's like looking at a photo book after coming back from a wonderful holiday trip. Many years later when you look back at this book again, it will bring back fond memories. That's what a good story does. Kudos to all those who've worked on this game. Most highly recommended. Be sure to check out all the other Uncharted artbooks too.

I don't know what it is about this artbook, but to me it seemed a little bit low on content. I was certainly expecting more breathtaking art pieces and vistas of the beautiful environments in this game, but what I got instead was a 190 page artbook filled with character illustrations mostly. Not what I expected, especially after the The Last of Us artbook or more recent stuff from Naughty Dog, the Uncharted trilogy artbook. It is most definitely a quality artbook, but doesn't really reach the heights of such artbooks like The Evil Within, Wolfenstein New Order or the massive Fallout 4 artbook. It's still five stars, Dark Horse Books never disappoints, but as I said the artbook is really lacking some environmental art content.

Great behind the scenes companion to an amazing game. If you were impressed with lush forests,

rocky terrain of Madagascar, mysterious islands, chilly Scotland or posh Italian Riviera this is a must have reference to how those locations came into their digital life. Captions and comments throughout the book could be a little bit more descriptive in my opinion. I'm not only interested which artist produced the concept, but also about the story behind that concept. This was done in a better way in Art of the Uncharted Trilogy. Since I also own Kindle version of the book, I feel that one can greatly benefit from better resolution of the pages. I don't care if that will increase file size considerably. Current amount of detail is okay, so don't let the perfectionist in me deter you from getting the digital version if you want that one.

I am a professional artist who bought a lot of art books of games, animations and feature films. This book is the best one I had so far. The contents are solid and abundance. Pages layout is efficient. Images size is proper presented. For artists, this book is incredibly useful. For example, listed out so much design process and design variations. Which are not like most other art books, only present the final marketing promotion arts without useful concept exploration process images. Highly recommend!

The Uncharted franchise is my all-time favorite. Having the concept art to compliment the already gorgeous work that went into U4 is a great companion piece.

I got this for Christmas, and it's the perfect collectible for fans of Uncharted 4, or the whole series in general. Would highly recommend. There's also great content about the characters and their backstories, and how Sam's character came about. Loved it!

The quality of this book is as amazing as the talented art it displays. The team at Naughty Dog really have what it takes to make incredible interactive experiences!

Amazing concept artwork--I especially love the landscape and scenery work. It's perfect on my iPad for quick glances when working on art projects.

[Download to continue reading...](#)

The Art of Uncharted 4: A Thief's End Mark of the Thief (Mark of the Thief #1) The God Thief: The Master Thief, Book 3 Thief in the Myst: The Master Thief, Book 2 A Thief in Time (Thief in Time Series Book 1) The Thief Taker (The Thief Taker Series Book 1) The Thief (The Queen's Thief, Book 1) The Art of the Uncharted Trilogy Mother of God: An Extraordinary Journey into the

Uncharted Tributaries of the Western Uncharted Territory: The Second Collection of Raw Poetry
Mother of God: One manâ€™s journey to the uncharted depths of the rainforest The Piano Guys -
Uncharted: Piano Solo with optional cello The Piano Guys - Uncharted: Piano Solo/Optional Violin
Part You Wouldn't Want to Sail With Christopher Columbus!: Uncharted Waters You'd Rather Not
Cross Canoeing the Mountains: Christian Leadership in Uncharted Territory Uncharted: The Lost
Legacy Game Guide - Full Walkthrough, Puzzle Solutions, Collectibles And Tips Watch Over Me: A
Military Romance (Uncharted SEALs Book 1) Louis Daguerre and the Story of the Daguerreotype
(Uncharted, Unexplored, and Unexplained: Scientific Advancements of the 19th Century) George
Eastman and Photographic Film (Uncharted, Unexplored, and Unexplained: Scientific
Advancements of the 19th Century) Sixty: The Beginning of the End, or the End of the Beginning?

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)