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The Art Of Destiny



Synopsis

Timed to the release year of the game, *The Art of Destiny* showcases the stunning art and design behind one of the most highly anticipated new franchises in gaming today. From the mysterious dunes of Mars to the jungles of Venus and the abandoned aerospace installations on the Moon, *Destiny* takes players across the ancient ruins of our solar system on their quest to defend Earth's last city and become legend. To build this expansive universe, the team at Bungie drew from a multitude of inspirations—from classic fantasy and science fiction worlds, the myth-meets-technology adventure of space operas, and the ornate design of medieval drapery juxtaposed with modern architecture—all of which combine to create a world uniquely imagined down to the smallest detail. *The Art of Destiny* is a celebration of the dynamic art at the heart of the game, featuring hundreds of pieces of concept illustrations, cinematic imagery, early sketches, and world-building graphic design. Covering the meticulous artistic development behind each class, vehicle, weapon, and environment, this lush and comprehensive overview explores the game's sweeping world, grand scope, and vibrant visuals. © 2014 Bungie, Inc. All rights reserved. *Destiny*, Bungie, and the Bungie logo are trademarks of Bungie, Inc. in the US and/or other countries.

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Customer Reviews

“The artwork offers hours of entertainment for fans of the franchise that want to learn more about the in-game world and its characters. The detailed artwork in the book is even more impressive than in the game.”
—BioGamer Girl
A big book of beautiful sci-fi concept art...a great collection of some of the paintings and illustrations that helped inform Bungie's latest

galaxy-spanning epic...Destiny was an undeniably gorgeous experience, a game that almost looks like a piece of concept art brought to life in three dimensions.—The Verge“It's a gorgeous thing to flick through, even if you've never played the game, which I think is (aside from insightful commentary) the sign of a really great art book.â •—Kotaku“Destiny incorporates Bungieâ™s trademark grand scope, sci-fi storytelling, and adventures with visceral first-person action gaming that takes place in a burgeoning, cinematic universe."—IGN“Multiplayer in Destiny is set to be unlike anything thatâ™s come before.â •—Game Informer

The creators of the game-changing Halo franchise, Bungie has grown to become a worldwide entertainment phenomenon. In 2010, Bungie teamed up with Activision to continue their mission of developing games that combine brilliant technology, beautiful art, intelligent stories, and deep gameplay.

This book is fantastic! IÃ¢ÂÂve always been a fan of Bungie, and I had hoped that they would come out with an art book for Destiny since IÃ¢ÂÂve seen so much of its art online, so IÃ¢ÂÂm very happy they did!The book features a lot of the art IÃ¢ÂÂve seen online, but I donÃ¢ÂÂt think it has all of it (unsurprisingly, there is a ton of it after all); on the other hand, itÃ¢ÂÂs got a lot I havenÃ¢ÂÂt seen as well. I wouldnÃ¢ÂÂt have mind even if that hadnÃ¢ÂÂt been the case, because I love art in book form. All of the art is absolutely stunning and the colors are vivid, whatever they used to print it looks like itÃ¢ÂÂs very high quality to me. The book is more of a showcase of the best concept art they created, so most of it is nice and polished. Very few sketches and whatnot. They also included several animation sequences, which I had not expected. ItÃ¢ÂÂs not concept art, but I personally think they looked nice. Additionally, itÃ¢ÂÂs very minimalist, which I think makes it look very nice. And it looks good with or without the cover jacket too. It also has that newly printed book smell, I love it. There are a few complaints I have, however:1. There is quite a lot of empty space. Many of the pictures have about an inch or more of space around them. At least one of the pages has so much empty space around the art that itÃ¢ÂÂs ridiculous, they could have blown up the art bigger and filled that space. ItÃ¢ÂÂs great for a minimalist look, but IÃ¢ÂÂm certain that using that empty space wouldÃ¢ÂÂve freed up a few pages worth for more art.2. The art that span more than one page. Art books should be designed so that that never happens, or at least very rarely. The art gets Ã¢ÂÂclippedÃ¢ÂÂ at one side and it just looks bad. This was especially obvious when they had a picture of the

Traveler spanning two whole pages, but the Traveler was right in the middle of them, so it cut the whole picture in half. That's terrible.³ I wish it was taller than it is wide. It sticks out of my bookshelf an inch, and it's awkward. (It's right at home next to my Dinosaur Art book, though. I don't have any book that sticks out as badly as that one.) That's mostly personal preference though. Still, I think it's a great book if you love Destiny and its art, like concept art in general, or just collect art books. It really is a gorgeous book, it's a good size so it makes even the tiniest pictures in it look great (not to imply that they're very tiny, it's just relative to the other pictures). Bonus points if you're an environmentalist, I learned from the last page that for every book bought, Insight Editions plants two trees!

The first video game related artbook I ever bought was Shadow of the Colossus. That was back in 2007. The second video game related artbook I ever bought was The Art of Destiny in 2015. That's 8 years. In that timespan, I've picked up countless artbooks from movies, to theme, architecture, sketch and many many more. Why such a big gap (8 years) for video games? It's simple- I've never thought the artwork of any game was substantial enough for me to own an entire book dedicated to it. The original Donkey Kong is one of my favorite games of all time. That game is beautiful, but its art won't fill a whole book. Destiny is one of the few video game artbooks that looks at home next to all the other picture books I have. Where many games go over the top with loud colors and overdramatic artwork, Destiny keeps it clean with a minimal aesthetic and strong color combinations. That last thing I'll say is that I'm not even that big of a fan of the game. Too much grinding.

The book is really great, I'm in love with it. Starting with the dustcover, the surface is smooth and velvety to the touch, at first I just rubbed it a lot. The hardcover is snow white and decorated with glossy transparent print of three guardians, which looks very beautiful. The inside is full of great arts. Many of them I already saw on the Internet, but most are new to me. The quality of paper and print is superb, all pictures are vivid and sharp, it's real pleasure to just thumb the book through. Lots of commentaries from the artists. The layout is quite good, but some pictures are small, but anyway are good enough to see the details. Many of the arts is what you see in the game, but I was really glad to find out that the book includes some production concepts showing creative research. I would say that the book is awesome, I would recommend it to all guardians of the City.

So I'm not the biggest fan of Destiny as a game developer because of their reuse of models constantly. But the concept art is beautiful and unique, works great for reference.

Love this book! It is big and beautifully printed, with nice small touches like a raised ink graphic on the inside back cover... But as an architect, artist and avid Destiny player I absolutely loved the content! Great design images, variations and nice quotes from artists - I will reread and enjoy this book countless times I am sure! If I had to point out one negative - too short! Not really a negative because it is NOT short at all, but I just want more, more more!

I have to say after getting the actual item I would have gladly paid the full price for it. This is a must have for those who truly appreciate Destiny for the sheer beauty of the game. The artwork gives us insight into how they went developing the vast world of Destiny. Not to mention, as I am studying to be a concept artist this also gave me inspiration to create more art of my own. The book arrived in perfect condition, nothing was wrong. For those of you who are interested in buying this, just do it, it's well worth it.

Lovely art book that is just loaded with content. The paper quality is great and the color range of the illustrations is striking. Destiny the game may be a mixed bag but the illustrators did a bang-up job that's worthy of praise aside from the videogame. The only negative is that my copy was quite... fragrant upon opening. It's not a terrible smell as far as out-gassing goes, but just open your copy and let it breathe for a few days in a large room. It's probably just the inks and outer layer of the pages.

The book I received was in great condition, however, the actual book itself lacks alot of content and many of the pictures are just screenshots from the game. Just a buyer beware.

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