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 The Art of Castlevania: Lords of Shadow
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 Offerings
 Hardcore Gaming 101 Presents: Castlevania (Color Edition)
 The Art of Wolfenstein: Youngblood
 Devil May Cry
 Marvel Vs Capcom
 Castlevania: The Art of the Animated Series
 The Art of The Evil Within
 Dragon Quest Illustrations: 30th Anniversary Edition

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Breath of Fire Dark Horse Comics
 Capcom Fighting Tribute is a collaborative celebration of the Golden Age of fighting games and beat-em-ups! Inside, hundreds of artists from across the globe join forces in paying homage to over a dozen classic Capcom franchises. Street Fighter, Darkstalkers, Rival Schools, Power Stone, Final Fight, Star Gladiator, Captain Commando, and many more combat-fueled classics are featured in a cornucopia of artistic styles. With fists clenched, claws out, swords drawn, and lasers targeted, it's an all-out Capcom brawl in UDON's biggest Tribute project ever!"

The Art of Wolfenstein II: The New

Colossus Insight Editions

With the exceptional heritage, critical acclaim and tremendous sales of the Thief franchise, fans of the series will be delighted to add this book to their collection in anticipation of the new Thief game. The Art of Thief demonstrates the stunning concept and development art from the eagerly anticipated next-gen console game, Thief. The Art of Thief will be released day and date to coincide with the launch of the long awaited Thief game. The Art of Thief is the perfect companion for fans of the Thief franchise. The Thief videogame series has achieved tremendous sales and been praised by numerous respected media sources, such as The Washington Post, The LA Times, and The New York Times. The Thief games have often been praised for innovating the stealth genre and have accumulated a dedicated and loyal fanbase consisting of

millions of people worldwide. The new Thief game will be heavily promoted as it will feature on the Xbox One and Playstation 4 consoles, which have both received international media and online attention. *Castlevania* National Geographic Books A full-color digital book chronicling the development of the next entry in the iconic first-person shooter franchise. It's do or die in the dystopian streets of Nazi-occupied Paris as Jess and Soph Blazkovicz piece together the mysterious disappearance of their father, William J. Blazkovicz, while driving the fascists out of France once and for all. This gorgeous volume features an amazing arsenal of concept art, production material, and exclusive creator commentary from the latest romp into Earth's alternate history with Wolfenstein: Youngblood. Dark Horse Books, MachineGames, and Bethesda Softworks call all sisters, brothers, and

other champions for the cause to unite, fight, and enjoy *The Art of Wolfenstein: Youngblood!*

Shadow of the Tomb Raider The Official Art Book Castlevania: The Art of the Animated Series

Découvrez comme jamais auparavant la genèse et les coulisses des trois jeux Castlevania : Lords of Shadow. Contemplez toutes les incroyables oeuvres qui ont redéfini pour toujours l'une des plus grandes sagas de l'histoire du jeu vidéo. En compagnie des développeurs et des artistes qui ont présidé à leur naissance : feuillotez les designs des différents membres du clan Belmont ainsi que ceux de leurs alliés et ennemis (la Confrérie de la Lumière, les seigneurs de l'Ombre) ; étudiez chaque détails des incroyables monstres qui peuplent ce bestiaire surnaturel, des succubes aux golems, en passant par les apôtres noirs et autres colosses ; parcourez les décors enchanteurs de cette trilogie, du Temple de Pan jusqu'au mythique château. Le compagnon officiel de tout fan de Castlevania.

The Art of the Dragon Prince Createspace Independent Publishing Platform

It is 1576, and the legend of the Belmont family's vampire-hunting prowess still echoes through the Romanian countryside. While Christopher Belmont celebrates his nuptials, dark forces conspire to raise Count Dracula from his unholy slumber. With this ancient evil unleashed once more, young Belmont must to prove he is worthy of the Belmont legacy.

Dragon's Dogma Udon Entertainment Incorporated

An exclusive art book published to coincide with the much-anticipated release of *Assassin's Creed III*. Initially launched in 2007, the first four *Assassin's Creed* games have sold more than 38 million units worldwide, and the franchise is now established as one of the best-selling series ever. Recognized for having some of the richest, most-engrossing art and storytelling in the industry, *Assassin's Creed* transcends video games, branching out into other entertainment experiences including comic books, Facebook games, novels, short films and more. *Assassin's Creed III* sees the franchise step into a brand new era, with a new assassin in a revolutionary world. With intricately detailed environments and finely-honed and evocative historical reimaginings, this is a world into which you can immerse yourself and feel the echoes of the past come to life. Continuing in the footsteps of this already world-renowned franchise, *Assassin's Creed III* promises to be the biggest and best yet. Highlights in the

game, and in the book, include new interactive cityscapes, frozen winter landscapes, threats from the natural world, weather systems that affect gameplay, and a wholly new environment for any Assassin so far - all stunningly and historically-correctly recreated by the Ubisoft studio.

The Art of Thief National Geographic Books

It is a new beginning for Kratos. Living as a man, outside the shadow of the gods, he seeks solitude in the unfamiliar lands of Norse mythology. With new purpose and his son at his side, Kratos must fight for survival as powerful forces threaten to disrupt the new life he has created. The volume is an intimate chronicle of the years-long odyssey to bring Kratos and Atreus's beautiful and brutal world to life. Step into Midgard and explore beyond, as Dark Horse Books and Santa Monica Studio proudly present the quintessential companion to the enormously anticipated *God of War*. This is a document unlike any other that sets readers on an exhaustive behind-the-scenes journey to witness the creation of an epic of tremendous scale.

Alien : Diaries 7/8 Dark Horse Comics
Dragon's Dogma is one of the newest franchises from fan-favorite game publisher Capcom, set in a rich world full of dangerous monsters and classic action-RPG style adventure. **Dragon's Dogma: Official Design Works** collects the development artwork behind this expansive new setting, including character, creature, and weapon designs, plus rough sketches, key visuals, and plenty of creator commentary.

The Art of Gears of War 4 National Geographic Books

The official *Star Trek: Discovery* art book. *Star Trek: Discovery*, the newest chapter in the *Star Trek* Universe, follows the exploits of Vulcan-raised science officer Michael Burnham and the crew of the U.S.S. *Discovery* as they boldly go where no one has gone before. *The Art of Star Trek Discovery* explores behind the scenes of CBS's hit show, with cast and crew interviews, set photography, concept art and storyboards. With exclusive content from the first two seasons, this book is a must-have for every *Star Trek* fan.

Sacrament Dark Horse Comics
Collects the spectacular artwork behind this legendary fighting game franchise. This book shows you to find character designs, game covers, promotional art, and more. And it's all topped off by a special bonus gallery featuring all-new pin-ups from the hottest artists in comics.

Welcome to Animal Crossing Udon Entertainment

String garlic by the window and hang a cross around your neck! The most powerful vampire of all time returns in our *Stepping Stone Classic* adaption of the original tale by Bran Stoker. Follow Johnathan Harker, Mina Harker, and Dr. Abraham van Helsing as they discover the true nature of evil. Their battle to destroy Count Dracula takes them from the crags of his castle to the streets of London... and back again.

The Art of God of War Udon Entertainment

The second edition of *Game Anim* expands upon the first edition with an all-new chapter on 2D and Pixel Art Animation, an enhanced mocap chapter covering the latest developments in Motion Matching, and even more interviews with top professionals in the field. Combined with everything in the first edition, this updated edition provides the reader with an even more comprehensive understanding of all areas of video game animation - from small indie projects to the latest AAA blockbusters. Key Features • New 2nd Edition Content: An all-new chapter on 2D and Pixel Art Animation, Motion Matching, and more • 20 Years of Insight: Accumulated knowledge from 2 decades of experience in all areas of game animation. • The 5 Fundamentals: Reinterprets the classic 12 animation principles and sets out 5 new fundamentals for great game animation. • Full Production Cycle: Walks through every stage of a game production from the animator's perspective. • Animator Interviews: Notable game animators offer behind-the-scenes stories, tips, and advice. • Free Animation Rig: Free "AZRI" maya rig, tutorials and other resources on the accompanying website:

www.gameanim.com/book About The Author Jonathan Cooper is an award-winning video game animator who has brought virtual characters to life professionally since 2000, leading teams on large projects such as the *Assassin's Creed* and *Mass Effect* series, with a focus on memorable stories and characters and cutting-edge video game animation. He has since focused on interactive cinematics in the latest chapters of the DICE and Annie award-winning series *Uncharted* and *The Last of Us*. Jonathan has presented at the Game Developers Conference (GDC) in San Francisco and at other conferences across Canada and the United Kingdom. He holds a Bachelor of Design honors degree in animation. **The Art of Star Trek Discovery** CRC Press
The king of fighting games gets the ultimate art book with *SF25: The Art of Street Fighter*, collecting over 25 years of *Street Fighter* artwork! This 448-page

behemoth of a book collects pin-ups, character designs, crossover artwork, rare concept art, and more. SF25 features over 100-pages of new material, including tribute art from top Japanese artists, never-before-collected sketches and game art, and all-new interviews with the people who created the legend that is Street Fighter!

[Dark Souls](#) Dark Horse Comics

Nos tempos antigos, a paz e a prosperidade reinavam por toda a terra, e ninguém sequer questionava como seria o destino ou o que ele poderia trazer de infortúnio. As pessoas não temiam o futuro. Porém, na metade do século XIX, uma sombra se espalhou pela Valáquia, na Transilvânia, e ela se tornou o lar de muitas lendas sobre criaturas sobrenaturais, em especial uma, o Conde Drácula. Os espíritos dos depravados e dos corruptos despertaram o Príncipe das Trevas de seu sono forçado de cem anos. Capaz de se transformar em um morcego, um lobo e até mesmo em uma espiral de neblina, ele amedrontou a humanidade. Em busca da escuridão e evitando a luz, ele amaldiçoou Deus enquanto vagava pela terra caçando e sugando o sangue de jovens donzelas uma após a outra. Ele foi condenado à vida eterna. Agora que ressuscitou, a paz e a prosperidade foram completamente destruídas, e uma nuvem sombria de desespero se espalhou por todos os cantos. As hordas das criaturas das trevas percorreram as cidades e aqueles que recusaram jurar fidelidade ao Drácula sofreram mortes terríveis. Foi

nesse momento que alguns heróis se levantaram, chamados pelo destino para derrotar o mal e livrar as pessoas desse pesadelo...

Dark Horse Comics

Showcasing the grim and chilling artwork behind the fan-favorite Dark Souls game in a gorgeous hardcover collection, Dark Souls: Design Works features key visuals, concept art, character & monster designs, rough sketches, and an exclusive interview with the game's creators.

Game Anim National Geographic Books
Castlevania is a multi-generational video game series developed and published by Konami. The franchise was first released in 1986, but has evolved from a side-scrolling platformer into a full-scale adventure series - and has sold over 20 million copies worldwide. The series is a fan-favourite, and has influenced generation after generation of games since first being released.

[Diablo III: Book of Cain](#) Dark Horse Comics

It's the ultimate art tome for the iconic Devil May Cry franchise! Collected are materials from all four classic Devil May Cry games and the Devil May Cry anime series. Inside you'll find character artwork, weapon designs, creatures, locations, and more. Also included are over 20-pages of exclusive interviews with the developers and artists behind the long-running series, as well as plenty of creator commentary!

[The Art of Ghost of Tsushima](#) VIZ Media LLC

- Collecting over 10 years of UDON's Capcom artwork in one epic 600-page hardcover volume! UDON's Art of Capcom:

Complete Edition gathers more than 80 UDON artists' renditions of the cast of Street Fighter, Darkstalkers, Rival Schools, Mega Man, Strider, and other classic Capcom franchises. Included are comic covers, toy designs, video game sprites, game box art, tribute art, and much more!

Capcom Fighting Tribute Udon Entertainment Corporation

A famous photographer lying in a coma holds the key to the salvation of the world. But first he must travel back into the traumatic events of his childhood.

[Dracula](#) Udon Entertainment Corporation

Upon its release, the original Gears of War revolutionized third-person shooter action with a combination of gorgeous environments, iconic characters, and brutal action. Now, twenty-five years after the events of Gears of War 3, a fresh generation of heroes will encounter a new enemy that threatens to bring humanity even closer to extinction. To commemorate the next chapter of the Gears of War epic, Dark Horse Books is joining forces with The Coalition to bring fans The Art of Gears of War 4. Featuring hundreds of individual pieces of concept and production art, finished renders, and intimate commentary from the game's creators, this gorgeous volume is a must-have item for veteran Gears and rookies alike! The essential companion to Gears of War 4! Featuring exclusive commentary from the game's creators! This is the official artbook for The Coalition and Microsoft Studios' Gears of War 4 video game!

Best Sellers - Books :

- [How To Win Friends & Influence People \(dale Carnegie Books\) By Dale Carnegie](#)
- [Taylor Swift: A Little Golden Book Biography By Wendy Loggia](#)
- [Leigh Howard And The Ghosts Of Simmons-pierce Manor](#)
- [If He Had Been With Me By Laura Nowlin](#)
- [The Psychology Of Money: Timeless Lessons On Wealth, Greed, And Happiness By Morgan Housel](#)
- [The Housemaid](#)
- [The Ballad Of Songbirds And Snakes \(a Hunger Games Novel\) \(the Hunger Games\)](#)
- [American Prometheus: The Triumph And Tragedy Of J. Robert Oppenheimer By Kai Bird](#)
- [Tomorrow, And Tomorrow, And Tomorrow: A Novel](#)
- [Little Blue Truck's Springtime: An Easter And Springtime Book For Kids](#)