



The Art of Mass Effect

Dan Birlew , Fernando Bueno

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Mass Effect is set in a rich and diverse universe hundreds of years in our future. The challenge of creating a plausible vision for humanity and a galaxy of ancient and exotic alien races was given to BioWare's talented art and design teams. They began in a formless void and shaped their worlds, their races, and their civilizations to finish with a living breathing setting exclusive to the Xbox 360.

From a massive space citadel whose origins are lost in time to the utilitarian clothing of frontier colonists, each component, whether small or colossal, anomalous or common, within Mass Effect's universe need to be brought to detailed life.

In this stunning volume, take an exclusive step back to when this universe was still forming in this compilation of art, images, and commentary taken directly from the artists' sketchbooks as they created the universe of Mass Effect.

The Art of Mass Effect Details

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Author : Dan Birlew , Fernando Bueno

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From Reader Review The Art of Mass Effect for online ebook

Bart Heeren says

A great exposition into the world of Mass Effect, but the book sometimes lacked comments on the art pieces which would have enhanced the reading.

Andrew Crouthamel says

Huge fan of the Mass Effect universe and games. This is a great addition!

El-jorro says

Brushworm Speaks!

The Art of Mass Effect

by Fernando Bueno

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The Story: Mass Effect is set in a rich and diverse universe hundreds of years in our future. The challenge of creating a plausible vision for humanity and a galaxy of ancient and exotic alien races was given to BioWare's talented art and design teams. They began in a formless void and shaped their worlds, their races, and their civilizations to finish with a living breathing setting exclusive to the Xbox 360.

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The Review: As of the time of this writing, Brushworm has yet to complete an entire game of the original Mass Effect video game. This is largely due to being a follower of the Playstation system. Brushworm has, however, watched multiple playlists on Youtube of the game play and has steadily devoured the entirety of the Mass Effect Wiki. Brushworm's interest has waned somewhat in recent years but Mass Effect continues to hold a special place in Brushworm's heart. It continues to stand as an inimitable work of science fiction as

well as a gaming icon.

Brushworm loves concept art. Not only is it more detailed than what is found in the final game, it is also a deeper insight into how the game was put together and the minds of the artists who brought the game to life.

The look of Mass Effect is unmistakable. The curving shapes and lines of lights lend it a style that is rarely seen in science fiction literature. Modern day stuff is dominated by rigid lines and blocky shapes that echo the aesthetics

One of the minor complaints, about this book though is ironically that it may be too much of an art book. Some of the best art books in Brushworm's collection, also have a significant amount of text to accompany all the artwork. It is opportunity to expand upon the lore as presented to us in the game. It also gives the reader a chance to look into the backgrounds of the creative process that created all of these species, planets, and technology.

In this book, the text is very limited. Only appearing in brief paragraphs before the spreads of art. The art may be what the reader came for but text can be just as important in order to put the images into context. What we receive instead, is by no means inadequate, make no mistake.

Final Verdict: The Art of Mass Effect is a thrilling glimpse into the genesis of one of the most iconic games of the 21st Century. While it could have used a bit more background informations the stunning and distinctive art is more than enough to satiate the reader.

Rating: Four Renegade Icons Out of Five

thecultureworm.blogspot.com

Parka says

(More pictures at parkablogs.com)

This book was published in 2007 and so I have the chance to read through a few reviews on Amazon before I bought mine. After reading the book, I'm surprised that their reaction were pretty mixed.

There are five chapters in the book. The first two chapters are on the design of characters and creatures in the game. Chapter Three: Transport is on the different vehicle and airship designs. Chapter Four looks at concept art of objects like furniture, equipments and weapons. The last chapter contains matte paintings for the environment.

This book packs a lot of full colour illustrations with a few pencil sketches. All the art shown are very polished, as in they can be shown to any director who would then give the go ahead order. There are short captions on each page.

The very few game screenshots included are used mainly to compared the final rendering with the concept art. For example, there will be 3D model renderings compared to an actual set which is rendered with texture. There are plenty of matte paintings to look through, with several 3D models to go with some.

What's missing are the individual credits for each illustration. So we'll not know who did what. However, there's a list of artists who worked on the project at the back of the book on a page.

This is a nice book for concept designers, sci-fi and game artists.

Mia says

The artwork is excellent, and the book features both finished work, sketches and early concept thumbnails. It's definitely a boon of inspiration for sci-fi oriented artists, especially regarding alien designs & a futuristic architectural vision.

However, it lacks explanations for the stylistic choices made in the end - why they chose this design over the other, the inspiration for the designs, commentary on the biology & culture behind the art's final look. It's a bit disappointing in that department, really. When I read a concept art book I expect also explanations regarding the artist's visions, not just the art itself in a vacuum.

Terry says

I've played Mass Effect through three times and still missed some of the details shown in this book. Great behind the scenes look.
