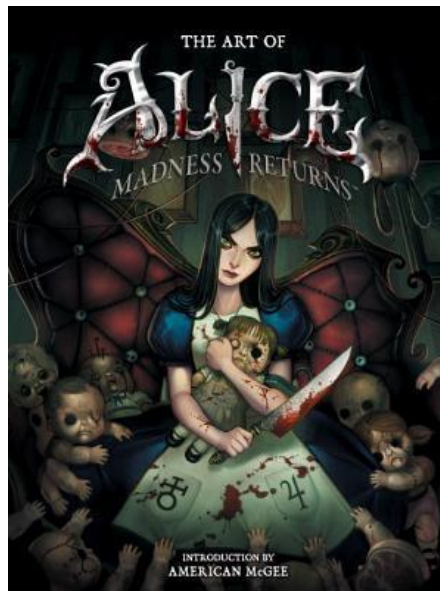




The Art of Alice: Madness Returns

Dave Marshall (Editor) , American McGee (Introduction) , R.J. Berg (Writer)

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Legendary game designer American McGee created one of the most visually arresting games of all time in *American McGee's Alice*. Eleven years later, McGee returns with a sequel just as groundbreaking as his critically acclaimed classic - *Alice: Madness Returns*!

Just in time for *Alice: Madness Returns*, Dark Horse and Spicy Horse Games invite *Alice* fans to take a journey through the wonderland of American McGee's imagination for an unprecedented look at this creation of this magnificent and disturbing world. Featuring an introduction by McGee, *The Art of Alice: Madness Returns* offers an intimate look into the stunning and terrifying artwork behind this blockbuster reinterpretation of Lewis Carroll's enduring masterpiece.

The Art of Alice: Madness Returns Details

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From Reader Review The Art of Alice: Madness Returns for online ebook

Samuel Ch. says

No conforme con la maravilla tridimensional que conforma al juego, me hice de este tesoro gráfico con el fin de agradecerle a McGee y a su equipo, y de paso sacarle el máximo provecho a la mejor adaptación artística jamás creada de *Alicia en el país de las maravillas*.

Art of Alice compila las ideas, bocetos, escenarios y conceptos que conformaron el "alma final" de este brillante juego en plataforma que solidifica la visión oscura de American McGee sobre la eterna obra de Lewis Carroll. El libro incluye comentarios del director Ken Wong y del genio creador American McGee sobre opiniones del trabajo de su equipo, causas y discusiones sobre las ideas que se concretaron para el juego final. McGee confiesa haber creado un juego de artistas para artistas, y al ver las imágenes que plantearon al juego, se le cree plenamente.

Este libro es la evidencia de que existe el arte en los videojuegos. Establece a la locura como un lugar, no como un estado, y comparte con los jugadores los orígenes, estudios y significados de lo que finalmente vieron en la pantalla. *Art of Alice* hace justicia al talento y al tiempo invertido para demostrarle al jugador el profesionalismo y el trabajo que el arte representa, al tiempo que le replantea al mundo conservador la idea del triunfo del arte sobre la simplicidad del ocio cualquiera.

El equipo artístico reconoce sus bases en Belsinski y Helnwein (quien produciría el arte conceptual de Marilyn Manson y Rammstein), por lo que ya podemos tener una idea de dónde surge la gran visión de *Alice: Madness Returns*. Este libro revela cómo fue evolucionando la producción del juego, cómo se aprovechó la fuerza del arte para crear los ambientes más impactantes y los monstruos más retorcidos, y cuáles ideas se quedaron en el horno por complicaciones técnicas o temporales. Le estaré eternamente agradecido a Spicy Horse por esta obra maestra que defiende a la visión artística dentro del mundo de los videojuegos. *The Art of Alice* es una evidencia innegable de que la belleza, el horror, la literatura y la tecnología pueden crear algo majestuoso e increíble.

Stéphanie says

Cet artbook explique la direction artistique du jeu et les choix des artistes. Ce livre est donc non seulement beau mais également instructif. Au niveau des illustrations, elles sont glauques à souhait, foisonnantes et très fidèles à l'idée qu'on se faite d'un Alice version cauchemar. Bref l'artbook est à la hauteur du jeu : excellent !

Angela says

I received a copy of this e-book through NetGalley for a fair review.

The Art of Alice: Madness Returns takes the reader through the making of the sequel to American McGee's hauntingly beautiful video game Alice which just came out this month (June 2011). While I have yet to play the game myself, I have always been a fan of the artwork, style, and story telling of this creepy version of Lewis Carroll's Alice in Wonderland.

This book does not disappoint. The artwork is simply awesome. Full page illustrations show the depth and beauty of the game. The creators walk the reader through character development and how they made their setting rich through the most smallest details. Overall, this just makes me want to go out and buy the game immediately! I would recommend this book to anyone who enjoys this genera of video games, but also those who like Tim Burton-ish artwork. Truly, I had a wonderful time simply looking at the artwork in this book.

Amy Armstrong says

This colorful book is a welcome addition to any video game enthusiast's library. It includes just enough narrative background to satisfy those who need to know the gritty behind-the-scenes detail without sacrificing valuable space for the art which is impressive. Follow Alice down the rabbit hole into a world of melting clocks, revamped madhattery and the Queen of Hearts' domain filled with cards and . . . valves!?!

Kitten Foxx says

I absolutely loved playing the game(s) (if you count American McGee's Alice) I loved the work put into the backgrounds, the characters and the soundtracks.

If you thought the games were great, you'll think the book is a fucking masterpiece.

I loved looking at the work they put into the backgrounds, characters and reading a bit about what it took to draw it all.

If you're an art fan, and enjoyed the game you'll enjoy this book.

Autumn says

Amazingly twisted, just the way that Alice was meant to be experienced!

Senator says

Dark and mysterious, The Art of Alice: Madness Returns gives fans a peak into what it took to create the second game due out June 14, 2011. If you or someone you know likes graphics/ games that are a obscure and have a taste for the macabre you will certainly want to pick this number up! Please click for the full review.

Yodamom says

Amazingly dark and beautiful a treat for the eyes. I found myself totally astonished by every page the details are just so intricate. The emotions drawn in the faces and scenery made the art work come alive. The coloring superb, drawing the eye where it wants. This is my kind of coffee table book. I want more- I can't

wait for the game to be released

Love says

As a fan of both American McGee's Alice games, I immediately bought this book upon discovering that it existed. Art book usually never interest me; I'd rather borrow it from the library than buy one with my money. But The Art of Alice caught me almost instantly, and I had to check it out.

The story at the start is fascinating, and a wonderful insight into the making of both games and the challenges they went through. The little comments with nearly each piece of art truly helped make the book for me, and gave a good picture of what it was like to make Alice: The Madness Returns.

The art itself was stunningly beautiful, and deeply disturbing at some times. Each piece speaks volumes about the game, the characters, and the artist itself. Every sketch and fully done piece shows the directions this game could have gone, sparking the imagination to come up with all new images of what Wonderland could have looked like.

All in all, I suggest this book to every Alice fan, and even those who have never played it.

Laxerous Ross says

Very good Art Book. Having played the game and being a fan of the art style I was immediately interested in seeing if there was an art book, which there obviously was. Very high quality images and art on high quality paper. Gives insight into the designs of various elements of the game and creative concept art makes it a feast for the eyes.

If you're a fan of the game, of gothic horror/fantasy art styles or of the original Alice stories this Art Book will be right up your alley.

Parka says

(More pictures at parkablogs.com)

The Art of Alice: Madness Returns is a video game art book. A very good one.

The book's a 184 page hardcover published by Dark Horse. It's in a large vertical format. The paper is thick low glossy. Binding is superb. Production value is top notch.

The concept art and ideas are awesome. There are out-of-the-world background paintings, character designs, props, weapons and gruesome creations. Also included are discarded ideas that didn't make it - usually the too abstract.

When you mix a classic like Alice in Wonderland with pop culture, video game designers, concept artists and throw in a Victorian-gothic theme, you get very strange new world. A world so dangerous Alice has to be equipped with a kitchen knife at all times or sometimes a Bazooka firing hammer (yes, hammer) or a teapot cannon.

Every page brings a little element of surprise and twist. You can see crows with baby faces, Jack the Ripper

with tentacles, Alice helping a mother giving birth to a load of kids (gruesome concept), an angler fish with human legs, cow birds, steampunk-like contraptions, a Chinese Humpty Dumpty, flying pig noses, embellished pieces of weaponry, etc. There are lots of mix and matches for things that shouldn't go together.

The environment and set designs are amazing. It looks like some gothic Victorian hell that Alice is treading through. The landscape is ever changing along the game. The art is beautiful and detailed. They totally nailed the mood.

There's also plenty to read with the little captions that describe the designs, characters and stories. It gives a nice idea of how such a strange game came about. It's all very interesting to read.

Some of the artists involved in the book are Ken Wong, Sun Guoliang, Luis Melo, Hong Lei, Wu Yuehan, Ben Kerslake, Nako, Tyler Lockett, Felipe Martins, Pu Jinsong, Wang Shenghua, Yuan Shaofeng, Jin Lei.

This is an excellent art book. It should be one of the best for 2011.

Greta is Erikasbuddy says

--- I got this from Net Galley ---

It doesn't seem that long ago when I played American McGee's original Alice but it's been 11 years since its release.

This book is dedicated to the vision and how a sequel came to be.

The illustrations are breathtaking and the creativity behind it all is simply genius. I love how they are making Wonderland an even darker place than before.

I recommend this book to fans of the original Alice (game).

The NEW game is slated for June and I am very excited about sharing the experience with my 13 year old son.

Here's to another trip down that crazy rabbit hole!

usagi ?? says

When “Alice” first came out for the PC, I picked it right up and played it through. I’ve been a fan since its inception, I guess you could say, and to hear that it’s getting a reboot for the new-generation vidya game consoles is a very happy thing (especially since graphics and movement have improved a whole hell of a lot since that initial PC-only release. This book is basically one giant cocktease of the art to come in that reboot.

I guess what my biggest issue with this artbook, however, is that it’s all art. There are some pieces of commentary in there, but I was hoping for more discussion on what was improved on within the game and why by people other than McGee. The art, however, wins it, and thus the four stars. It’s kind of like food porn – you know, cookbooks with luscious pictures of yummy food in it that you can just drool over for hours. But there’s no real sustenance there.

I do enjoy the line art pages, though. Those give a hint at the skeleton of this new reboot for the new-gen consoles, but nothing else really does. If you like pretty pictures and are a fan of the original game, or if you’re just into everything “Alice in Wonderland”-related anyway, you’ll probably really love this book for what it is: an art book. I guess this one’s on me for expecting more than what was implied and promised. I’m kind of bad at that.

Still, I encourage everyone (of age) to pick up the game and play it if you can, be it the original version or the new one. It’s fun, and it’s a very new take on the “Alice” tale, one that gave birth to lots of goth kids in the 90s obsessed with malicious Cheshire Cats. This book is definitely a feast for the eyes, but it will leave you hungry for more in the end.

(crossposted to librarything, shelfari, and witchoftheatregoing.wordpress.com)

Mila says

This book is an incredible experience for anyone who loves "Alice: Madness Returns" by American McGee, and I adore it. I really liked the first game but this one just blew my mind with its brilliant, creepy, dark art design, incredible gameplay and insane characters. It's definitely one of my favourite video games so this book with 6 chapters full of behind the scenes of making it made me very happy. Now I just want to stay up late and experience the game all over again!

Molly says

Rating 4.5

I'm not familiar with the game (go away, shoot me ... I'm a book person), but I loved this art-book. Nice, dark and a little creepy.

