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## Alien isolation art

in: Behind the Scenes Books, Art Books, Alien: Isolation Share The Art of Alien: Isolation is a 2014 behind the scenes book that includes production artwork from the video game Alien: Isolation, written by Andy McVittie and published by Titan Books. It was published on October 7, 2014. Publisher's Summary The ART OF ALIEN: ISOLATION is an in-depth look at The Creative Assembly's terrifying new take on the classic Alien franchise. Fifteen years after the events of Alien, Ellen Ripley's daughter, Amanda, enters a desperate struggle for survival on a mission to unravel the truth behind her mother's disappearance. This book follows the studio's vision from conception to execution and contains never-before-seen concept art, sketches, 3D renderings, and more. With extensive behind-the-scenes commentary from artists and creators, this volume will take readers on a terrifying journey through the Sevastopol space station's abandoned corridors, narrow vents and finally, face-to-face with Xenomorph, all realized in stunning and terrifying details. Editions ISBN 978-1781169315; [October] [2014], Titan Books, hardcover, 176 pages Behind the scenes books Art Books Alien: Isolation Community content is available under CC-BY-SA unless otherwise stated. Alien: Isolation is a pretty good game, but apart from the whole terror thing, one of the best things about it is attention to detail and connection to the original film's aesthetic. Knock, knock. Who's there? An alien. It'll kill you. Read more You can thank the Creative Assembly art team for that, as they gained access to much of the 1979 film's creative documents and did a fantastic job of bringing that vision into the game. The images you see below, mainly from Isolation's pre-production concept art (although there's some marketing stuff here too) are the works of artists Calum Watt, Björn Hurri, Bradley Wright, Stefano Tsai (all of whom have been featured here on Fine Art before) and the game's AI art team. Around 2003, Black Rock Studio (which unfortunately now no more) was working on something quite unique: Read more!f you dig what you see, the game actually got an art book released earlier this month that contains these and around 290 other images. To see the larger images in all their glory (or, if they are large enough, so you can save them as wallpaper), click expand the button in the upper left corner. Fine Art is a tribute to the works of video game artists, showing off the best of both their professional and personal portfolios. If you are in business and have any concepts, environment, FR or character art you want to share, drop us a line! The Art of Alien: Isolation is a high-end art book with over 300 images from the latest game in the critically acclaimed and commercially acclaimed Alien series. With players back to the survival horror atmosphere of the first movie, Alien: Isolation features Amanda Ripley as the hero tries to survive on a ruined This book is the one gallery of the game, a must for any fan. ISBN: 9781783294725 Format: Hardcover in clamshell Pages: 176 Published: 7 October 2014 (US) 7 October 2014 (UK) Dimension: 9.00 x 11.75 (US) 228mm x 298mm (UK) Alien: Isolation is a breath of fresh air among the video games that nowadays rely on more gore and grotesque creatures to up shock and horror. If you want grotesque creature designs, go to Resident Evil artbooks. This game is designed more against Ridley Scott's Alien which uses the-less-you-see-the-more-scary-it-is concept. It works very well in the movie, in this game and also in this artbook. If you do not already know, there is only one alien in the game, which means in this artbook, the main part of the concept of art on the characters, weapons, spaceship, interior and environment. I love the style of character designs. They are drawn in anime style with thin contours and simple shading but are based on real human proportions of course. There are lots of character designs and iterations. The cool part for me is the 3D models based outside the crew from the original Alien movie. It's really nostalgic. Not only that, it's just amazing to see them back. The spaceship pattern is really beautiful. The high resolution 3D renderings are just wonderful to watch. There are textured versions as well as simple gray monotonous renders. The details are amazing. There are some ships and they are reproduced from different angles, some with the drawings provided. What's strange though is that there are wireframes for Nostromo but it's not actually rendered. The same level of intricate details is used for the Sevastopol space station and all interiors. By the way, the designers are all inspired by the original Alien movie. Creative Assembly managed to get the production art from the film studio and expanded on the source materials to include new locations, equipment, costumes and the characters. The result is a coherent design that matches the original film. It's really well done. The art of the environment is beautiful. For some reason, it feels scary to look at them, especially when they are empty and lack people. You can almost feel the stillness. And finally, spoiler alert, the alien Xenomorph reveals himself. The concept of art pencil sketches is wonderful and the alien looks great. There is also art for the alien hive. The last pages are storyboards. Throughout the book, there is a generous amount of commentary along with all the artworks that really provide insight into what designers are trying to achieve. All in all, the art direction is brilliant. To say that about this game is to say the same for the original movie. The game really nailed the mood and vibe of the film. This is an excellent video game artbook and companion to the game. Highly recommended to the fans. Those who love mechanical or sci-fi architecture would also love the book. The Art of Alien: Isolation found on Amazon [US | CA | United Kingdom | DE | FR | | ES | JP | CN] and Book Depository Visit Amazon to check out more reviews. If you buy from the links, I get a small commission that will help me get more books to feature. Here are direct links to the book: Amazon.com | Amazon.ca | Amazon.co.uk | Amazon.de | Amazon.fr | Amazon.it | Amazon.es | Amazon.co.jp | Amazon.cn | Bookdepository.com Be the first to know! More from Andy McVittie and book selection sent directly to your inbox More from Andy McVittie and book selections are sent directly to your inbox Dismiss Thanks! Something cool is coming. 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