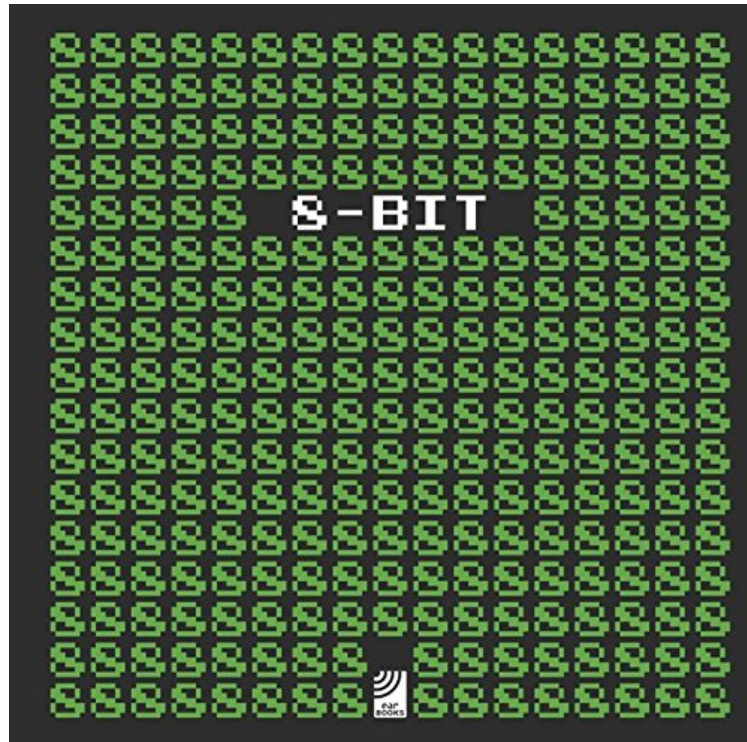


8-bit: Art Book

Stephan Gnzl

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#1337025 in Books Ingramcontent 2016-11-01Original language:English, GermanPDF # 1 11.00 x 1.00 x 11.00l, 4.08 #File Name: 3943573281250 pages8 Bit Art Book | File size: 26.Mb

Stephan Gnzl : 8-bit: Art Book before purchasing it in order to gage whether or not it would be worth my time, and all praised 8-bit: Art Book:

1 of 1 people found the following review helpful. The definitive hall of video game fameBy Ron RampageWhat a beauty! Pixel art in full pixel glory. A must-have for your geek library. I've just came across a video review by Entertainment Buddha on YouTube which should not leave any questions unanswered.

8-bit classic video games are burned into the collective consciousness of an entire generation thanks to countless hours spent with Pac-Man, Mario Bros., Zelda, Mega Man, and others.Now, what was once considered "only video games" is also celebrated for its fine art of design. This lavish art book traces the graphical evolution of these early game classics. Filled to the brim with stunning artworks of the most iconic 8-bit games and a gallery of the corresponding platforms, this beautiful book is a nostalgic stroll down memory lane invoking entertaining flashbacks with the turn of every page.A must-have for more seasoned gamers, 8-bit is an essential look at how pop culture's latest invention the video game has become known for its artistic elements as any part of culture there is.Includes limited edition sprite poster and features artwork from classic video games produced from 1975 to 1993:1975 - Gun Fight; 1976- Blockade; 1977 - Indy 500, Combat; 1978 - Space Invaders; 1980 - Pac Man, Wizard of Wor; 1981 - Donkey Kong; 1981 - Centipede, Galaga, Qix, Frogger, Super Cobra, Ice Hockey, Yars Revenge; 1982 - Popeye, Dig Dug, Pitfall!, Zaxxon, Pole Position, Robotron 2084; 1983 - Lode Runner, 1Excitebike; 1984 - Kung Fu, Duck Hunt, H.E.R.O., Marble

Madness, Balloon Fight, Paper Boy, Circus Charlie, Bomb Jack, Tetris; 1985 - Super Mario Bros., Ghosts 'N Goblins, Ice Climber, Hang On, Space Harrier, Commando, Teddy Boy Blues, Gradius, Tehkan World Cup, International Karate; 1986 - The Legend of Zelda, Castlevania, Metroid, Kid Icarus, Bubble Bobble, Wonder Boy, Astro Warrior, Alex Kidd in Miracle World. Arkanoid, Fantasy Zone, Championship Sprint, Kid Niki: Radical Ninja; 1987 - Mike Tyson's Punch-Out!, Final Fantasy, Shadowgate, Maniac Mansion, Leisure Suit Larry In The Land Of The Lounge Lizards, Phantasy Star, R-Type, Zillion, Shinobi, Rainbow Islands: The Story of Bubble Bobble 2, Contra, Wonder Boy: Monster Land, R.C. Pro-Am, Bionic Commando, Metal Gear; 1988 - Grand Prix Circuit, Super Mario Bros 3, Mega Man 2, Ninja Garden, Double Dragon II, Town Country Surf Designs: Wood Water Rage, Cloud Master, Super Mario Bros. 2; 1989 - Castlevania III: Dracula's Curse, Batman: The Video Game, Kwirk, Super Mario Land, Prince of Persia, Tecmo World Wrestling, Sailor Fuku Bish jo Zukan; 1990 - Dr. Mario, Zombie Nation, Kabuki Quantum Fighter, Krazy Kreatures, F1 Race, Nintendo World Cup, Teenage Mutant Ninja Turtles: Fall of the Foot Clan, Chip 'N Dale: Rescue Rangers; 1991 - Power Blade, Star Wars, Gorillas, Isolated Warrior, Metal Storm; 1992 - Konami Hyper Soccer, Land of Illusion Starring Mickey Mouse; 1993 - Kirby's Adventure

[T]his is a coffee table art book at heart []. If you're a retro gaming fan who is in the market for a high quality coffee table art book, then you are in safe hands here. It would also make a lovely gift for a loved one. (Nintendo Life, December 2016)"A multi-format gallery coffee book which at this point is a must own purchase." (Retro Video Gamer, Oktober 2016)8-Bit brilliantly pays homage to the visual quality of digital artworks. Take a journey into video game history! [] Sturdy hard-back design, 240 spectacular full spread colour pages, trivia information about classic retro games, catalogue of artwork sprite work in high quality lithography. (Blurppy, November 2016)Pixel Perfect. The 8-Bit Art Book is a fantastic collection of retro video game art from the 8-bit era that will please older gamers with nostalgia, while giving younger gamers a great history lesson in video game visuals. (Entertainment Buddha, December 2016)About the AuthorStephan Gnzel is Professor of media theory at the Berlin Technical Art School. He previously taught at the Humboldt University of Berlin and at the universities of Jena, Klagenfurt and Trier. From 2008 to 2010 he was coordinator of the Center for Computer Game Research (DIGAREC) and researcher at the institute for arts and media at the University of Potsdam.stephan-guenzel.de