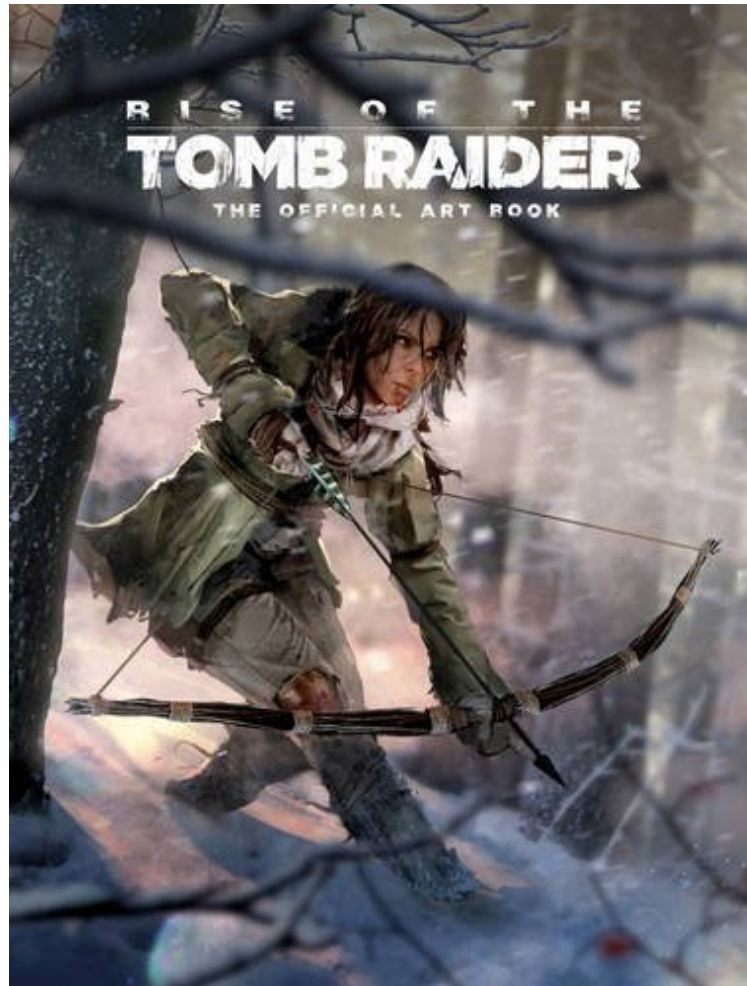


[Get free] Rise of the Tomb Raider: The Official Art Book

## Rise of the Tomb Raider: The Official Art Book

*Andy McVittie*

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#400359 in Books imusti 2015-11-24 2015-11-24Original language:EnglishPDF # 1 12.20 x .90 x 9.30l, 3.06 #File Name: 1783299967192 pagesTITAN PUBLISHING GROUP | File size: 32.Mb

**Andy McVittie : Rise of the Tomb Raider: The Official Art Book** before purchasing it in order to gage whether or not it would be worth my time, and all praised Rise of the Tomb Raider: The Official Art Book:

23 of 24 people found the following review helpful. Overall a 10/10 from me and a must get if you like Tomb Raider or just appreciate good art.By HollowittzI would like to start by saying that I love the Tomb Raider games and that this art book was everything a fan of the series could hope for. It is 192 pages and loaded with content. Along with the pictures there is a description describing what the pictures on that page are and something about it. I cant say I really have any complaint with this art book and that Titan Books has done it again by making another amazing art book. The contents are:Foreword- This section is 4 pages and basically is just the Directors talking about the new game and what they hoped to achieve with it.Intro- This section is 2 pages and just briefly covers the story of the new game.Characters- This section is 56 pages and is where the book really starts to get good. It covers characters from

Lara, Jonah, Jacob, and plenty of other friends and villains you will meet in the new game. There's also everything from soldiers with guns down to knights with swords and shields. Also there are the wildlife creatures such as the bears, deer, and more. The detail in each of the drawings was amazing and although almost every single picture was a frontal shot they were still all good. For each character you get to see them wearing different outfits and such. Each character has description telling you something about them. My favorites from this section had to be the deathless ones and the flame soldier both of which I have included pictures of.

**Weapons and Props-** This section is 14 pages and shows you the different gear that Lara will have as well as some guns. At the end of this section are some murals which seem like something you would see in old churches. It's cool to see old drawings like the murals compared to what we have now days. As for the weapons and such it shows some different arrows Lara uses each with different tips and feathers on them and some even have fire tips. It also has a few different bows she uses. As for the weapons there aren't too many and it basically shows the same version of a gun but with different mods on them. I counted them all up and there are ten guns in all and each has different mods Lara can put on them. An example is the Ak-47 which shows the regular version and then one that Lara modded by duct taping an extra clip onto another clip for faster reloads as well as wrapping up the grips to avoid slippage. I wasn't too impressed with this section but I wasn't really expecting much weapon wise other than the bow mostly.

**Locations-** 110 pages. This section is where the book shines. It shows so many different locations and Lara going on her adventures. The detail is outstanding and there is so much to look at. With each new scene there is a description about it. There are scenes of everything from Lara rappelling down into a tomb, her sneaking around tombs, trying to get past treacherous waters, climbing mountains, avoiding avalanches, standing in front of a massive bear, exploring abandoned buildings, her swimming underwater, getting chased by a helicopter, and the list just goes on and on. I really enjoyed this section and this was a perfect representation on what Tomb Raider is all about.

**Acknowledgements-** 1 page. This section shows all the names of the men and women who spent their time making the wonderful art for this book and the game. I would also like to mention that every picture in the book says who made it. This is a nice way to see what the different artists' role was and to appreciate each one for their works.

Overall this art book was everything I had hoped for and more. The detail was amazing and all the pictures were everything you would expect to see in Tomb Raider. I never mentioned this yet but the book is a nice hardcover and made very well. The dust jacket looks gorgeous and the actual covers of the book are just plain black with a tiny silver picture of Lara on the cover. The black front and back isn't the greatest but the dust jacket more than makes up for it, and since that covers up the black covers it's no big deal. Overall a 10/10 from me and a must get if you like Tomb Raider or just appreciate good art.

7 of 7 people found the following review helpful. Five Stars  
By [dania oneill](#) Awesome book!! It's a little bit lacking on the text area but has amazing landscapes and great character designs  
0 of 0 people found the following review helpful. Surprised they got such a pretty game from this.  
By [Sean A. Lane](#) Honestly, as pretty as the game is, I mostly hate all of the concept art here. The art director, Brenoch Adams, seems to have pushed everyone to use this really sloppy copy and paste photo method that he uses. These iffy photos and textures are then warped in Photoshop to get them to fit whatever ideas they have. So you end up with characters, weapons, and environments with copy and pasted photo messes of terrible jpeg compression and completely incohesive looking art. The photos mixed with the character turnarounds are doubly unsettling. There's some digital painting sloppily over these photos but it all just looks like a hack job. Might as well have just had photo reference and never published an art book. The first Tomb Raider art book was much better.  
[Brian Horton](#) is a great painter and the only art even worth looking at here. It appears he's no longer at Crystal Dynamics though. I feel like there are talented artists here at Crystal Dynamics but they are overworked so they resort to badly warping photos they found. Whatever happened to sketches and thumbnails? It's all so lifeless here.

Featuring intricate concept art and exclusive, high quality stills, sketches and renders detailing the game's production, *Rise of the Tomb Raider: The Official Art Book* is an essential purchase for fans of the franchise. From Lara's survival tools to the wild animals she encounters in the harsh environment, this in-depth, all-access book offers gamers a look into the visual dexterity of *Rise of the Tomb Raider*.

100% Phenomenal! -Gaming Trend  
Go pick it up now if you're a fan of the Tomb Raider franchise. -Entertainment  
Buddha  
A great addition to any fan's collection  
Fanbolt  
About the Author  
[Andy McVittie](#) has worked in the video games industry for more than twenty years, writing and editing for magazines such as *Nintendo Official Magazine* and *PlayStation Plus*.