

Sengoku Basara Samurai Heroes: Official Complete Works

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#1823902 in Books 2012-10-09 Original language: English PDF # 1 11.60 x .60 x 8.20l, 1.80 #File Name: 1926778375152 pages | File size: 57.Mb

Capcom : Sengoku Basara Samurai Heroes: Official Complete Works before purchasing it in order to gage whether or not it would be worth my time, and all praised Sengoku Basara Samurai Heroes: Official Complete Works:

0 of 0 people found the following review helpful. This series needs more publicity in our western areas. By Charles E. Hunt The series is so overlooked here its absurd considering how well Koei does with its hack and slash genre. The art book is amazing and another win in udon's book. 1 of 1 people found the following review helpful. Unique style of game art By Parka[[VIDEOID:mo3384236OT78BB]] Sengoku Basara Samurai Heroes is also known as Sengoku Basara 3 in Japan. This is the English translated edition of the original Japanese title BASARA3 that was released in October 2010. Udon has skipped the earlier artbooks and translated this first. This is a character design book since the

game is all about characters. It's a 152-page paperback. The book starts with a few splash pages in the same art style as earlier artbooks. It's a brush painted look but I can't really confirm they aren't digital paintings. The style is very different compared to other video game art books. Character designs are split into two parts. The first part collects the sketches and coloured illustrations. There are 11 characters with a few pages each. Commentary is in the form of a one paragraph character profile. The second part features the CG art which are the 3D rendered character models. More than 30 characters are included. It's interesting to see character designer Makoto Tsuchihayashi's come up with costume designs for the Sengoku period (Warring States Era). It's a good mix of armor and cloth to give characters the agility to move. The designs are varied and unique, with Asian influence. Looking at all the different costumes, it feels like every warrior is fighting for himself, which probably suits the game. The other artworks are storyboards of selected scenes, and art for promotional merchandise. There are no environment paintings, strangely. The last part of the book are interviews with the Japanese voice actors, singers T.M. Revolution and Chiaki Isikawa, and the creators producer Hiroyuki Kobayashi and director Makoto Yamamoto. Just like the previous Sengoku Basara artbooks, this should appeal more to fans of the game. (There are more pictures of the book on my blog. Just visit my profile for the link.)

In Sengoku Basara, mighty samurai warlords and their armies battle all across feudal Japan, each hoping to enact their own personal vision for the future of the land. Sengoku Basara Samurai Heroes: Official Complete Works collects the unique artwork behind the latest game in this landmark Capcom series. Included in this collection are character designs, rough sketches, promotional art, and an exclusive interview with the creators behind Sengoku Basara.