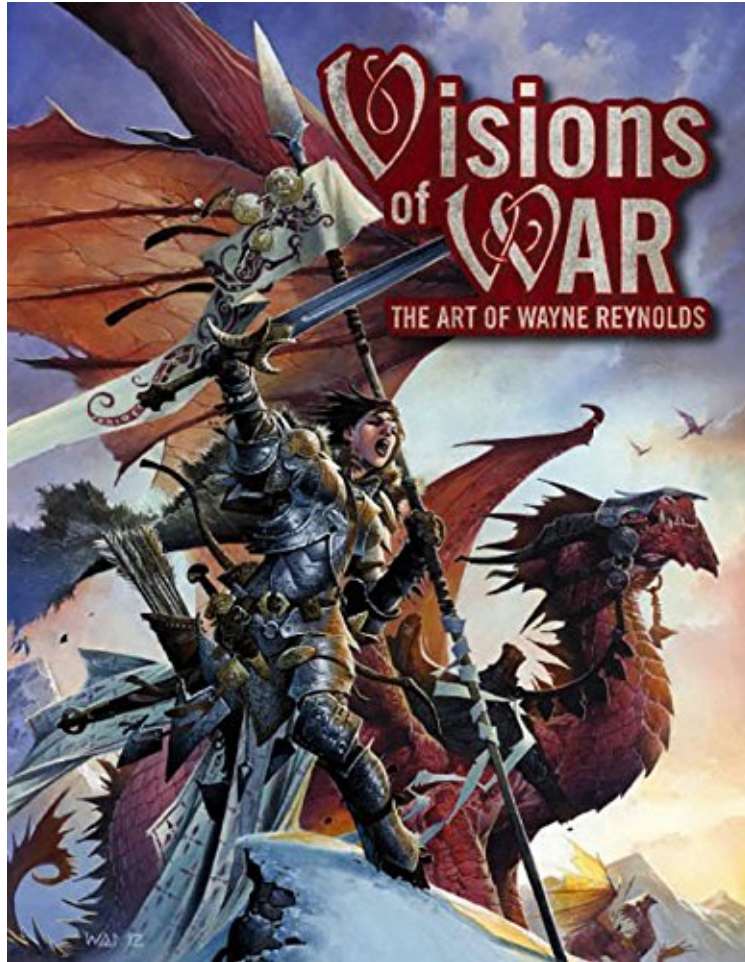


(Free read ebook) Visions of WAR: The Art of Wayne Reynolds

Visions of WAR: The Art of Wayne Reynolds

Wayne Reynolds

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#384925 in Books Paizo Publishing 2013-09-17 Original language: English PDF # 1 10.90 x .80 x 8.60l, 2.33
#File Name: 1601254253256 pages Take a journey through the amazing worlds of master artist Wayne Reynolds with Visions of WAR, a retrospective of more than 10 years of work from today's leading fantasy illustrator! | File size: 19.Mb

Wayne Reynolds : Visions of WAR: The Art of Wayne Reynolds before purchasing it in order to gauge whether or not it would be worth my time, and all praised Visions of WAR: The Art of Wayne Reynolds:

13 of 13 people found the following review helpful. Great art, disappointing production By DisplacerBenEver since seeing his art in the DD 3.0 Monster Manual, I have loved Wayne Reynolds work, and this tome collects a great quantity of it into one place. Although it certainly is not a complete collection (it lacks most of the aforementioned interior art from DD 3rd edition books) it does contain most of his iconic work, including book covers for DD 3rd and 4th edition, Pathfinder, and many covers from Dungeon and Dragon magazine, in addition to work from Magic:the Gathering, Warhammer, and World of Warcraft. Overall, I was very happy with the images selected for this book. What I am not happy about is the way many of those images have been reproduced. A sizable, but not

overwhelming percentage(perhaps 25-30%) of the art in this book is shown at a suboptimal resolution, leading to blurriness and/or pixelation. For an artist like Reynolds, who is known for the sumptuous and sharp detail of his work, this a tragic oversight. The blurry images are scattered throughout, and include things like the core book covers for Pathfinder and DD 4th edition, many of the Rise of the Runelords and Curse of the Crimson Throne AP covers, and some of the fantastic Dungeon and Dragon magazine covers he did. I can see no reason why Paizo would not be able to acquire full-resolution images from books they themselves published, so this is baffling to me. In the end, I am still happy to get a Wayne Reynolds art book, but this one could have been so much better with a little more effort, and knowing how poor the market for art books is, I worry this will be the only chance we get. 1 of 1 people found the following review helpful. It's reasonable suspension of disbelief that allows us to appreciate fantasy in the first place. By Omnizoa

Just to clear up some confusion, the ACTUAL cover of the book features original art by Wayne Reynolds for the artbook itself, NOT the picture of the Pathfinder Monk and Witch. If that is an alternate limited version of the book or something, that's not what's being sold here to my knowledge. Otherwise, I've read gripes about this book due to lack of extras and poor image quality. Personally, I buy an artbook for the art. The more art, the better, extra goodies are nice, but this book serves more as a collection of pieces rather than an in depth look at some of them. It has a handful of sketches showing before and after for some images, and the Pathfinder Samurai, Ninja, and Gunslinger are shown without their headgear, but that's about the most you'll get outside of an opening and closing statement for the book. As explained in those statements, there are definitely small stories interconnecting some of the pieces that can be elaborated on, but this book doesn't do that. It doesn't bother me really, but I mention it because others have taken issue with it. In regards to image quality I'm inclined to agree that there are disparities. Some images look just fine, but others are noticeably blown up and blurrier for it. You don't have to be nitpicking to see it. That said, none of the images are really artifacted or damning in any way, but it's unfortunate that the print quality is not better, especially since there are no extras and the images are all we're getting here. This constitutes the whole of my 4 out of 5. I'd love it, were it of slightly better quality. As an aside, the book is a thick, sturdy, hardcover that matches the height and depth of any of the main Pathfinder books and the page paper quality is likewise excellent. One typo I noticed was that when listing the Pathfinder Advanced Player's Guide Iconics, the Gnome Summoner is mislisted as "Iconic Gnome" rather than "Iconic Summoner". That's all I noticed though. Altogether, I'm very pleased with the book. Wayne Reynolds does much of my favorite art pieces for Magic and Pathfinder, so it's great to have a book of it. I'm still confounded as to why he's the bane of some art critics who lambast his almost Tetsuya Nomura-esque approach to outfits since he often adds many belts, pouches, holsters and what have you, though. One of the most ridiculous I've seen characterized his whole artstyle with the Strength of Arms work he did for World of Warcraft's TCG. World of Warcraft easily comprises the stylistically simplest images in this entire artbook. When it comes to armor in WOW, make the bulkiest shoulderpads you can, then just draw extremely basic armor beneath it in solid red, blue, or purple with gold trim. THAT'S IT. Within context, the Strength of Arms image makes sense because it's super-overly-complicated design contrasts with the much much simpler style WOW art is known for. Add the context of what the card was supposed to do ("Each of your weapons has +2 ATK. Each of your armor has +2 DEF.") and you've invalidated any credit you may have had as an art critic. For anyone who's plausibly reading this, but is unfamiliar with Wayne's more recent art at large; he likes to draw fantasy characters in the spirit of tabletop RPGs. In most tabletop RPGs like DD and Pathfinder, characters in these games are known to equip themselves with all manner of loot and gear to survive the perils in their adventures, whether that means bringing rope, a knife, cooking utensils, spellcasting ingredients, or potions. Wayne understands that the image of a character hauling a heavy backpack around is not conducive to our mental image of heroic adventurers or swordfighting dragons and liches. What IS conducive to that image is the idea that these characters must be prepared for anything, whether it's healing an ally or replacing a broken weapon, so they're suited up in garments that make items they might carry on them accessible. No one wants to be the guy rummaging through his backpack for the one healing potion in his inventory while a golem bears down on him. This is why the Pathfinder Iconic Alchemist stands out to me. He's the only character among all of the Pathfinder Iconics that carries anything other than a shield, banner, or weapon on his back, and it's a small backpack. The Alchemist is the exception in this case because he unlike every single other of the Iconic characters specializes ENTIRELY on items he constructs on the fly. And despite having the backpack, he still carries much of his equipment in utility belts and straps on his robes. Whenever he needs to break out a healing potion, he's not pulling it out of thin air, he's got it at his waist. He's visually busier than your average fantasy hero, no doubt, but he's also practically equipped, and Wayne knows how to put him into scenes that demand him to move quite a bit. Even if he might be the most encumbered of anyone, it's reasonable suspension of disbelief that allows us to appreciate fantasy in the first place. 0 of 0 people found the following review helpful. Phenomenal Book

By The Ghost This is a phenomenal book spotlighting the gorgeous fantasy artwork of Wayne Reynolds. It's fun to see sketches next to final pieces. I've been a fan of Reynolds' RPG work for a long time, and am thrilled that a lot of it has been collected into a single book to view and enjoy.

Take a journey through the amazing worlds of master artist Wayne Reynolds with Visions of WAR, a retrospective of

more than 10 years of work from today's leading fantasy illustrator! Packed with full-color covers, interior art, and card art from award-winning work on brands like the Pathfinder Roleplaying Game, Dungeons Dragons, World of Warcraft, Magic: The Gathering, and more, this exciting overview includes behind-the-scenes stories about some of fantasy's most exciting images, as well as gorgeous paintings you've never seen before! With an introduction from Paizo Publisher Erik Mona and notes from the artist himself, *Visions of WAR* provides an unparalleled look at the work of fantasy gaming's champion illustrator. Wayne Reynolds is a leading fantasy gaming artist, with fans from virtually every major hobby gaming brand.