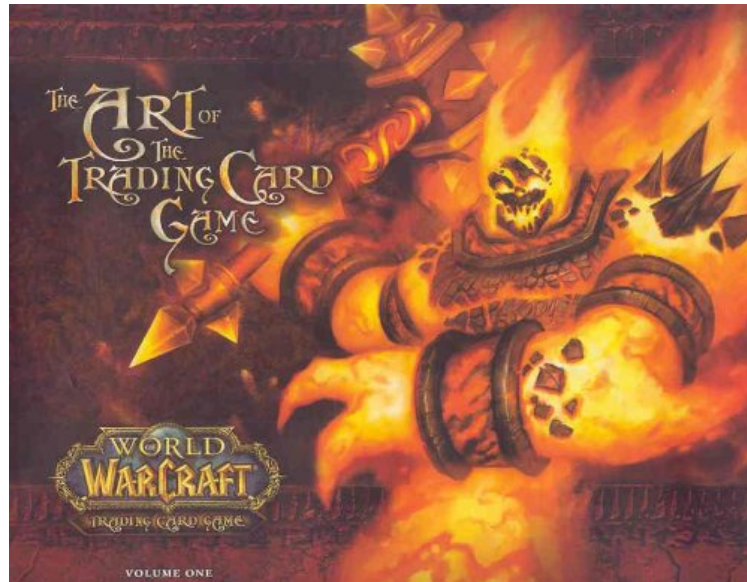


(Free and download) World Of Warcraft: The Art Of The Trading Card Game Vol. 1

World Of Warcraft: The Art Of The Trading Card Game Vol. 1

Jeremy Cranford, Samwise, Glenn Rane
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before purchasing it in order to gage whether or not it would be worth my time, and all praised World Of Warcraft: The Art Of The Trading Card Game Vol. 1:

5 of 5 people found the following review helpful. Fans and fantasy art lovers will like itBy Parka[[VIDEOID:mo3RBCU14E7ETYY]]There are a couple of art books for World of Warcraft already and this one's on the trading card game. The sets featured in this book are * Heroes of Azeroth * Through the Dark Portal * Fires of Outland * Onyxia's Lair Raid Deck * Molten Core Raid Deck * Magtheridon's LairIt says on the cover that this is volume one so it's safe to say there's going to be more in the future.There are over 300 illustrations in this thick 288-page book. The art is printed large at one to two per page. It doesn't contain all the cards but contains enough. Although I don't recognise any of the World of Warcraft characters since I don't play the game, I do see a lot of familiar artists providing art for the cards. Among them are Todd McFarlane, Alex Horley, Julie Bell, Boris Vallejo, Clint Langley.Here's what Samwise Didier (Senior Art Director of Blizzard Entertainment) says about the style of art:-quote start -Blizzard art (and especially that of Warcraft has a distinct style and feeling about it. It takes an artists months to get all this down to the point where it becomes part of his or her artistic nature. Some of the basics that Blizzard artists learn: * Less is NEVER more * Bigger is ALWAYS better * All one-handed weapons should be (at least) as big as two-handed weapons * If all else fails, add skulls and spikes and paint it red- quote end -Funny intro.Anyway, I like the section on flaming beasts and lava monsters from the Molten Core Raid Deck. Aleksi Briclot's Lucifron and Clint Langley's Magmadar are very epic, definitely not beings you want to mess with. There are also plenty of other characters from The Alliance and Horde. It will take a while to absorb everything since the book is really thick.It's a great book for fantasy art lovers and artists, or for those who want to nail down that Blizzard art style to get work there.(More pictures are available on my blog. Just visit my profile for the link.)0 of 0 people found the

following review helpful. Great art book even for non-Warcraft players!By The MedicatedI have a couple of the unreleased Warcraft concept art books and this book is right up there with them with the amount of art! If you love Warcraft, you'll like this book! The full page images are amazing and the details are breath-taking! Even if you aren't a player of Warcraft, you'll enjoy the amount of work that went into creating this book of art! If you're into fantasy art, you should take a look at this book!2 of 2 people found the following review helpful. Excellent, in every way.By ScarlamanderThis book has proven to be so much more than I thought it could be upon my decision to order it. Honestly, I don't play either WoW or the trading card game, and the only reason I purchased it was because I enjoy the blizzard art books...and this one was ONLY TEN DOLLARS. I'm not sure what I was expecting, but it definitely wasn't this.If you like the The Art of World of Warcraft books that are sold with the collector's editions of the games, I would bet that you would enjoy this. While it doesn't show as many preliminary sketches as the afore mentioned (though it does show a lot) or as many environments, it completely compensates in other ways:(A) There are almost three hundred pages of very polished, very professional, and very ORIGINAL art.(B) In contrast to the Art of WoW books I mentioned--whose preliminary sketches seem to have served as prototypes for the blizzard artists--these images are all independantly impressive (as many have different styles), finished, and all endowed with lives of their own. If you are a hopeless sketch-lover, however, many of these ARE shown with their gestures or preliminaries in the background; it's a very complete, very cool layout.(C) Each image includes a respective caption revealing the image's name, the artist, and THE MEDIUM USED; anyone who dabbles in art of any kind would appreciate that and can actually derive techniques from many of these works.(D) It comes with introductions by Samwise Didier and Glenn Rane (the Blizzard Entertainment Senior Art Director and the Art Lead, respectively), and both of them address the processes and challenges behind blizzard art, especially in relevance to WoW.(E) It's a big book, and I mean a BIG one. You will absolutely not be able to absorb everything it has to offer after thumbing through it once, so I'm basically guaranteeing a kind of enjoyment warranty or captivation security with it.These are just the most basic and meritorious qualities; I could definitely continue. I would recommend this to anyone who plays WoW and values the art and also basically to anyone who appreciates art in general (especially fantasy art). This is an excellent value, especially for some of the prices listed here.I hope this helped, and, if you decide to make this purchase, I hope you enjoy it as much as I have.

With more than 300 pieces of art, this book is the first collection of the best paintings and drawings created for the World of Warcraft Trading Card Game.