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# The Art Of Titanfall 2



## Synopsis

The Art of Titanfall 2 is the ultimate guide to the development of Respawn Entertainment's fast-paced, visually stunning first-person shooter. Featuring an exclusive array of highly stylised concept art, sketches, 3D renders, maquette modelling, and commentary from key Respawn Entertainment team members, this is a must-have for any fan of the dynamic and destructive world of Titanfall

## Book Information

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## Customer Reviews

"Beautiful artwork and a hyper level attention to detail make this more than just an art book, but a doorway into the minds of the developers that help bring the games we love to play, to life." - Xbox Addict "Need a closer look at Titans BT-7274, Bison, Legion, Northstar, Scorch, Ronin and Tone? This book has it." - Retrenders "The Art of Titanfall 2 is a great book for fans of the franchise, but also for those of you who appreciate the creative process that goes into making a AAA title." - Entertainment Buddha "Art books like this one are a shining example of the wealth of used and unused artwork that make the games we play possible." - Gaming Trend "Really well thought out and oddly beautiful." - Aint It Cool News

Andy McVittie has worked in the video games industry for more than twenty years and has written, edited and published such newsstand titles as Mean Machines, Nintendo Official Magazine and

PlayStation Plus. He is co-director of media agency Unlikely Hero Limited, whose client list features Microsoft, and BBC Worldwide. He has authored several gaming books including *The Art of Titanfall*, and *The Art of Rise of the Tomb Raider*.

Though there is plenty of beautiful art in "The Art of Titanfall 2", I think the focus and spread might have been improved. There are roughly as many pages of the game's somewhat identical firearms as there are of its varied and highly detailed pilots and Titans, and I feel that we only see one iteration of many of the concepts for in-game models. That aside, the written descriptors are concise but well-written, and the book does go into some detail of the creative process at Respawn Entertainment, showing some of the evolution from basic sketch concepts and individual works to final products. The art itself is almost all truly gorgeous- from mecha to starships to robots to alien planets, there's plenty inside to tickle your sci-fi fancy. Respawn's best achievement is the detail and variety, the care they put into their work that shines here. You can see colorful alien fauna flitting through the trees of planet Typhon's jungles, and nearly every scratch, ding, spot of dirt, bolt, joint, piston, and running light on a piece of equipment, Titan, or other vehicle is rendered in full detail and multiple paint and color schemes. It's easy to get overwhelmed but the base concept is simple enough so as not to give you a headache. There is a longish letter from art director Joel Emslie at the start of the book, and some nice little chapter openers with gorgeous overlays. At the end is a shorter section describing the model-making process Mr. Emslie uses in a tradition begun by the first game of using a combination of random parts, 3-d printing, and sixth-scale action figure components to make physical concept models of some of the characters seen in-game. The combination of familiar and unfamiliar, modern and sci-fi elements ended up defining the visual language of Titanfall, and there are plenty of big pictures of the models, whose descendants are eventually encountered in digital form. All in all, "The Art of Titanfall 2" is a little short, and might well have been better organized, but the end result is nonetheless inspiring.

The art overall is quite nice. The complaint I have is, just like the first book (*In My Opinion*) there's not enough art/pics of the technology. Half the book is art about the planets/world settings. I would have liked more images of all the different pilot weapons/uniform designs and the titans themselves. But overall, it's a quality book.

Titanfall 2 was one of my favorite games of 2016 and one of the most underrated. Bought the Artbook to see the game come to life. In the artbook you read developers commentary on making

the game. Early designs for titans, pilots, weapons and locations for multiplayer and singleplayer. See the philosophy in creating the ScFi world of Titanfall 2 with lore to give details of the game's universe things the games couldn't do. Good stuff for fans of Titanfall and ScFi would recommend it.

The book arrived as described within the stated timeframe. Impressed!

Great book!

A must have for any TF enthusiast. Beautiful drawings of places, weapons, pilots and titans with some interesting commentary by the producers of the game.

5/5

I'm an environmental 3D modeler. Almost done with school getting my BFA. I love getting art books because of the inspiration they can give but also the references. This book is full of them. It's got awesome environments, characters, guns, and concepts. I'm pretty sure the gun collection for the concepts in this book is my favorite part. Very easy to scan and model over because of the layout they chose. I would definitely recommend this book to anyone who wants to be inspired or just loves Titanfall.

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