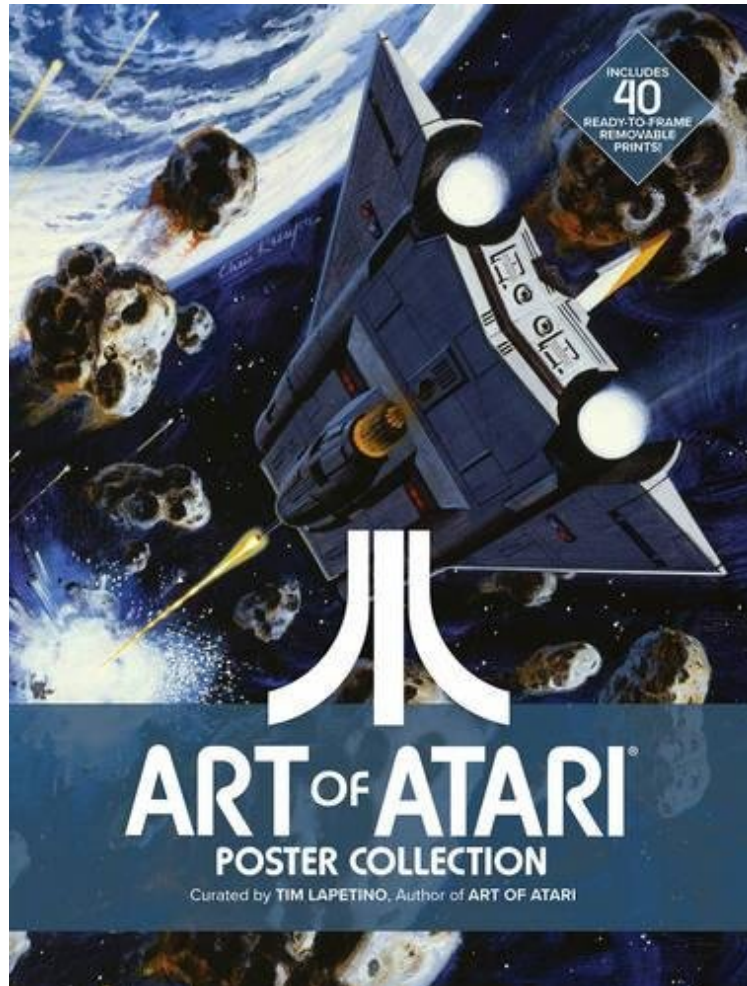


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## Art of Atari Poster Collection

*Tim Lapetino*

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#148764 in Books 2017-07-04 Original language: English 15.80 x .40 x 11.801, #File Name: 152410302040 pages | File size: 46.Mb

**Tim Lapetino : Art of Atari Poster Collection** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Art of Atari Poster Collection:

0 of 0 people found the following review helpful. This book is amazing. Very high quality prints on heavy stock By Vermillion Windmere This book is amazing. Very high quality prints on heavy stock. The one gripe I have is that it was not easy to peel the adhesive on the first page which happened to be the picture I was most excited about framing. I ended up peeling some of the print off in the process. I am chalking it up to the adhesive being sticky due to the heat, but I can't say for sure. I am going to buy another one hoping this time I can get the Milliped poster off without ruining it. 0 of 0 people found the following review helpful. Great book - exactly what I was hoping for By Bill D Great book - exactly what I was hoping for. The book is pretty big, the posters are folded up. The printing is great, and the paper is sturdy. 0 of 0 people found the following review helpful. I have to say I'm a little disappointed that much of the art is sports related By Customer The stock of the posters is thick and is quality, for sure. I have to say I'm a little disappointed

that much of the art is sports related, which is far from the "iconic" Atari that I feel is so nostalgically appreciated. The images are also cropped in strange ways.

The artwork of Atari inspired a generation and created a bridge from the simple on-screen graphics of its early games to the imaginations of eager gamers. Now, Dynamite Entertainment proudly brings the most iconic, mind-blowing video game illustrations to posters, each one easy to remove and perfect for display, showcasing the tremendous talent of Atari's greatest artists!

About the Author Tim Lapetino is a writer and award-winning creative director/graphic designer. His design and branding work has been published in more than a dozen books and magazines, and for nearly 20 years he has helped organizations and companies tell compelling stories through design and writing. He is author of the book *Art of Atari*, and co-authored the design inspiration book *Damn Good: Top Designers Discuss Their All-Time Favorite Projects*. He has also written for *HOW*, *Geek Monthly*, *RETRO*, and other publications. He is the founder and Executive Director of the Museum of Video Game Art (MOVA), and is dedicated to writing and working at the intersection of design and pop culture. He resides in Chicago with his wife and two kids.