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## Art of Metal Gear Solid HC

Ashley Wood

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**Ashley Wood : Art of Metal Gear Solid HC** before purchasing it in order to gage whether or not it would be worth my time, and all praised Art of Metal Gear Solid HC:

0 of 0 people found the following review helpful. Beautiful but shortBy TylerExcellent art, only quips are the short page count, and also some pages had a small square of artwork while the rest of the page is left blank. Could've fit more artwork onto those pages or at least interviews/thoughts from the artist for the sake of maximizing the small amount of content we already get. Other than that, beautiful art and book.0 of 0 people found the following review helpful. Savor the exquisite brush touch...By Jo CCnetIt's hard to describe the beautiful brush works of Ashley Wood by words... But there're few things I can say for sure... Once you see it, you won't forget the poetic baeuty of his illustrations. Brush strokes, textures, subtle colors, and clever angles... You'll be charmed by them...and will want to see them over and over again. This is totally worth buying.(And of course, if you are fan of his art from the

videogames, now you have the chance to relax and take a good look at his artwork without pressing the game controller buttons! haha)0 of 0 people found the following review helpful. My New Favorite BookBy Will CI remember seeing Ashley Wood's in the Metal Gear Solid games and wanted to see more of it. I started to look into Ashley Wood's work who I have a art style similar to.Also, I needed more art reference books to fill my bookshelf. When I the book arrived I was like woah this is the best art book I have every bought so far. Its just so raw, so gritty and so amazing. Ashley Wood is such a gestural artist. You can look at these paintings and drawings on a computer screen but it isn't the same as looking at them in print. This is a book I would recommend for the developing artist.

From gaming consoles to comic books, Metal Gear Solid has captured the imagination of millions of fans worldwide. And it's little wonder why. In addition to showcasing art from Ashley Woods graphic novel adaptations of Metal Gear Solid and Metal Gear Solid: Sons of Liberty, this all-new collection features the work Ash did for the Metal Gear Solid: Mobile Portable Ops video game.

About the AuthorAshley Woodis an Australian visual artist perhaps best known for his work onSpawn,Zombies vs. Robots(with Chris Ryll),Popbot, andMetal Gear Solid. He's contributed cover art to titles too numerous to count.In 2008, Ashley partnered with Hong Kong toy maker Kim Fung Wong to form ThreeA, a toy, entertainment, and publishing company known internationally for their intricately detailed and uniquely designed original and licensed collectible toy lines.Ashley has won two Spectrum Awards and been nominated for an Eisner and multiple Eagle Awards.