

(Read free) Transformers: The Art of Fall of Cybertron

Transformers: The Art of Fall of Cybertron

Mark Bellomo

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Mark Bellomo : Transformers: The Art of Fall of Cybertron before purchasing it in order to gage whether or not it would be worth my time, and all praised Transformers: The Art of Fall of Cybertron:

13 of 14 people found the following review helpful. Awesome. Epic. By Parka[[VIDEOID:mo2EMTTBFKOG6K]] This is a terrific video game art book for Transformers: Fall of Cybertron. It's a huge 200-page hardcover published by IDW. Very appropriate considering the size of the Transformers. The book features the concept paintings and sketches for the numerous Autobots and Decepticons, environment art of space and cities, and lots of commentary. It's all art from the first to the last page. The art is awesome, epic. Everything is of a grand scale. The overall feel is textured and gritty. The environment art are wonderful. There are devastated war zones, futuristic but gloomy robot cities, and also interiors for some places. All the Transformers have new cool designs for the game. Most transform into vehicles or planes. Soundwave is now a car. Everything looks very different from the Michael Bay movies. Each Transformer is printed huge on a page by itself and there are different views of

the transformed state. My favourites are the Dinobots concept art. Megatron is menacing but so are the rest of the Transformers. The other awesome piece is of the giant Metroplex. You'll see art from Jim Daly, Aaron Limonick, Norwood Cole, Eduard Marinov, Henry Lam, Jose Emroca Flores and Billy King. One thing is for certain, you don't have to play the game to enjoy the concept art. Highly recommended to all Transformers fans and art book collectors. (There are more pictures of the book on my blog. Just visit my profile for the link.) 1 of 1 people found the following review helpful. A must have art book based on the new Transformers video game 'Fall of Cybertron'. By Anthony I was amazed at the collection of character artworks and places that were presented from the game and even some of the characters that didn't make it into the game such as the Autobot Prowl, Autobot Springer, Autobot Ultra Magnus, and Decepticon Ravage. It also showed some of the characters that are part of the DLC content or in the escalation section of the game such as the Decepticon Quake, Decepticon Dragstrip, Autobot Hound, and Autobot Wheeljack. I was impacted by the way of what this art book had to offer and it's perfect design and display of the enemies and cities presented in the game. If other people such as fans of the Transformers game 'Fall of Cybertron' who want to get into collecting many Transformers merchandise, this art book will surely please them such as the artwork of their favorite characters from the franchise they grew up with. 0 of 0 people found the following review helpful. Rating or not, good stuff. By Augustine Rosario III Rating systems are superfluous mainly due to their inconsistency across reviews. That being said I would still give it a perfect score. It gives what it promises; artwork for the game. A game I very much enjoy in every regard.

The curtain is raised on the biggest and best Transformers game in history! See never-before-revealed art from the genre-smashing Transformers: Fall of Cybertron! Watch as Optimus Prime, Grimlock, Bumblebee, and Shockwave grow from conceptual sketches into finished, fully-realized characters; witness the development of Cybertron into the most detailed renderings of the planet that have ever existed; learn the behind-the-scenes secrets from the visionary artists at Activision and High Moon Studios! The Art of Transformers: Fall of Cybertron is a must-have for any fan of Transformers, gaming, or great art!