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The Art Of Assassin's Creed IV: Black Flag



Synopsis

The recently announced Assassin's Creed® IV Black Flag™ sees a sea change for the game franchise with a harsh new setting in the Golden Age of pirates. With intricately detailed environments and finely honed and evocative historical re-imaginings, The Art of Assassin's Creed® IV Black Flag™ includes the game's vast nautical gameplay, and its amazing range of locations, characters and action.

Book Information

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Customer Reviews

This is quite possibly the best Assassin's Creed artbook so far. It's a terrific video game artbook. It's a big 192-page hardcover published by Titan Books with most of the artworks are printed big to the page edges. Many concept paintings featured are actually collage of photographs and art. Look closely and you'll see photos erased and digitally manipulated to form the shape and composition required. You might think that the photo and art collage style is cheating. The thing is, they look amazing. As concept paintings, they capture the mood and atmosphere really well. This is in part because the colour values are captured correctly, resulting in a convincing environment. The photo and art collage style when not well done, even by a bit, can result in a fake look. Well, all the paintings in this book look great to me. The end result looks more like art than photos. A nice improvement over the previous artbook The Art of Assassin's Creed III is that details are no longer hidden in shadows. Even when they are hidden, they are done so suggestively, with details fading to vague masterfully. Character designs are mainly of the pirates, and of course of the main character Edward Kenway. Costume designs are really detailed. Who knew 18th century pirates

can be so fashionable. Artist Patrick Lambert's rough paintings look expressive and just great. There are lots of environment art. Many of the environment art pieces are inspired by location visits.

I want to make a quick note, I've ordered the actual game for the PS4, so I obviously haven't played it yet (as it doesn't come out for another couple of weeks as of this writing) but I bought this book anyway because I needed something to hold me over until I can finally boot up the disc. For anyone in the same boat and worried that this book might contain spoilers for the game, I can tell you it really doesn't spoil anything at all, at least from what I can tell. You get a look at different locations, characters, and some ships, but it doesn't give away any major plot points or twists from the images/descriptions presented within its pages. So feel free and safe to browse and skim and read cover to cover without fear of ruining your eventual gaming experience. As for the book itself, it's hardcover with a nice dust jacket that has embossed lettering. The inside panels of the front and back panels is lined with what I assume is a map of the game's worlds/islands. The pages are sorta thick and of nice quality. Nothing feels cheap here. The book covers sections of different locations, characters, some weapons, and ships among other things. Most illustrations are nice and bright (fitting with the tropical theme I guess) and are usually pretty big, covering at least half the page most of the time. I will say though I was expecting there to be more computer/3D renderings of weapons, characters, etc, but most of the art (in fact, maybe ALL of it) is the brush/paint style (which I'm sure was still done via computer). So anyone expecting clear cut images of people and ships and stuff, you may be somewhat disappointed.

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