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Sonic the hedgehog art book pdf

I wouldn't have thought that a sonicating art book the hedgehog might be among the best in a field that usually served successful modern games full of lush environments and detailed costume design, but hey, it turns out I was very wrong. Sonic The Hedgehog 25th Anniversary Art Book, published by Cook & Becker, is a volume aimed at anyone who has been at Sonic, not just those who cling madly to... whatever it is today. And having had a good reading over the weekend, it's pretty good. The book is beautiful to behold, and full of all kinds of art, from the classic promotional posters and cover images we know to sketches and concepts you've probably never seen in your life. The entire design of the book, from the cover to the front, also has a great 90s feel, reminiscent of Sonic's old level introduction screens. But what really makes it great is that alongside art it also serves as an illustrated fantasy story of the character and its evolution, with the front half of the book stacked with interviews with guys like Yuji Naka, Takashi Iizuka, Kazuyuki Hoshino and Yuji Uekawa. Sonic is a series whose story is not as devoted in my memory as, for example, Mario's, so first-hand accounts like this are an interesting read. There's an official video of the book here: But I'm also including some photos of the copy I read at home below. Note that while this is a look at the \$120 version of the book, notable for its sleek cover (which works as a reading stand) and signed art printing, if you just want the book, it's available for \$47. The book didn't fall in love with those stains on top left. I don't have any kids. The outer cover folds in the middle to create this reading stand, which is something I now expect/expect from every luxury video game book. Regular pages are printed on glossy thick material, but a highlight is these carbon pages that look like real sketchy for them. The print, signed by Yuji Uekawa, loves collecting video game books. Years ago, they were as rare as chicken teeth. Not only that, but when certain books were published, they never made it to Australia. For example, I only managed to acquire Game Over from David Sheff (which is perhaps the most significant book about Nintendo ever written) because a friend in the US sent me his old copy as a gift. It's one of my most precious possessions. It's now much easier to import multiple books in general, but there are also many more that occur every year. I suspect the games have existed enough that there is now a considerable market for people who are to invest in high-end premium products that celebrate their favorite franchises. Nor do I mean the resurgence of boutique video game magazines; I'm talking about special hardcover books produced by the likes of Cook & Becker and Bitmap Books. One Books. One — although the book appears reductive; it's more of a volume, it's the Sonic The Hedgehog 25th Anniversary Art Book from Cook & Becker. Source: PixelCrib. Before I dive, I need to point out that there are two versions of this book. There's the standard hardcover edition and the Collector's Edition. I picked up the Collector's Edition. Here are the additional bits you get if you go through the CE: Limited to 2,500 copies Officially Licensed and made in conjunction with Sega Hardcover with separate dust jacket Comes in a high quality outer box There is a unique inner sleeve that folds into a book stand that is perfect to display on your coffee table Contains an exclusive, 12-color hand screen printing by Yuji Uekawa Birth of an Icon There are art books and then there are art books. Many books simply contain key art that is already widely available online. Some go even further by providing unique concept art with annotations (Half-Life 2: Raising the Bar is a good example of this). What's different here is that the publishing team (composed of Maarten Brands, Ruben Brands and Arjan Terpstra) has gone much further. They put Sonic's birth in context, both in terms of Sega's place in the industry in the early 1990s, and in the broader circumstances that led the company to introduce its first video game console in 1983 (the SG-1000). It was not until 1985, with the launch of the SEGA Mark III (known as the Master System in the West) that the company had a serious home console contender in its hands. Importantly, this book takes some time to explain the lengths Sega went throughout the 1980s to find her own revolutionary pet character, a figure who could become the standard-bearer of the Master System and Sega he himself. Alex Kidd at Miracle World, introduced in 1986, was a bold attempt and received a favorable critical reception. But Alex Kidd simply never gained enough traction to take on Nintendo's already famous plumber. What follows is an internal account of the internal design competition that eventually gave rise to Sonic. It is a story that revolves around artist Naoto Ohshima and fellow programmer Yuji Naka. It's not just that Ohshima designed the character and Naka designed the game's mechanics, either; the authors reveal a highly collaborative and insightful association. Both creators came to the table with clear problems they wanted to solve. For example, Ohshima had observed that during this particular game season, few platforms allowed players to save their game. If they lost their whole lives, they would have to start over and repeat the same levels. Ohshima wondered if the experience could be designed in such a way encourage players to be faster and faster with each play; if this need to constantly re-play the same levels could become a rather than a weakness. And Naka, for his part, possessed a love of racing games (in fact, if you follow Naka-san on Twitter, you'll realize that he still regularly visits racetracks in Japan - his love of fast things hasn't faded at all). Naka also turned out to be one of the most talented programmers of his generation. He wondered if it was possible to make a game that replicated the feeling a fighter pilot feels when they break the sonic barrier. The book contains several examples of early conceptual drawings superimposed on more refined/finalized designs. Source: PixelCrib. No worry; I promise I'm not ruining the reading experience for you. This is just a very small sample of what's in the store. The first chapter of the book spans many more pages, and guides readers through the full journey Ohshima and Naka made to create Sonic. Along the way, you'll see detailed accounts of various design iterations and even some alternate characters that ended up on the floor of the courtroom. There are also countless pages of Ohshima's pencil drawings, which are absolutely beautiful, illustrating the extent to which Ohshima and Naka were conducting an elaborate character study. Although Sonic only had a few moves in the game itself, Ohshima produced large numbers of drawings that explored Sonic from multiple perspectives, including a detailed study around his iconic career animation. If Cook & Becker had simply left us with a detailed account of Sonic's character design, he would have been very happy. But that's just the beginning. You'll find equally detailed accounts of enemy design, environment/level design, and several fascinating insights into the game's mechanics. Here is just one example, regarding Sonic's famous gold rings: From a perspective of game design, the rings are used as an affirmation to the player that they are on the right course. As long as they're seeing rings, they know they're on the right track. They are basically breadcrumbsgas. If you're not sure if you need to go up or down, just look at the rings to find directions. Obviously we use the rings for a second fundamental feature of the game design as well: collecting as many rings as possible gives the player a sense of achievement, and losing them helps motivate the player to try again. The same goes for collectible Chaos emeralds, which were introduced to encourage replayable. Kazuyuki Hoshino, art director of the sonic team. One of the book's largest and most unique features is that you will often encounter full-page images of classic 16-bit levels that are superimposed with semi-transparent pages (acting as tracing paper); these contain hand-drawn designs of the same level. It is a smart way to demonstrate the transition from conceptual design to finished product, and it is remarkable how many of the original drawings the team was able to in the final product. The entire first part of the book (all 157 pages of it) is about the birth of Sonic up to Sonic 3 & Knuckles, which were the last games in the series for the Mega Drive/Genesis console. The second part (from pages 158 to 165) deals with the slightly awkward period between Sonic 3D Blast (released in 1996) and Sonic Jam (released in 1997). Many Sonic fans consider this period some of a lost time. While the book doesn't delve into this era in too much detail, there are some fascinating news that can be found here, including an account of the various obstacles and limitations Sonic Team encountered as they struggled to take Sonic to 3D. The book provides fascinating information about every stage of Sonic's evolution. Source: PixelCrib. A third party (from page 167 onwards) deals with Sonic's post-Saturn exploits. This period begins with Sonic Adventure at the Dreamcast in 1999. It represented something of a renaissance for Sonic Team, and the book spends substantial time discussing the challenges the team went through in their efforts to move Sonic to 3D. One of the biggest advantages for me was the idea that those years lost in the Saturn era were actually a very valuable learning time for Sonic Team. It is very likely that Sonic Adventure simply would not have been possible without the four-year period between Sonic & Knuckles and Sonic Adventure. As well, the actual character design for Sonic himself changed for fame. It was transformed from an almost spherical shape to a much higher figure, skinner with elongated limbs. I certainly had always thought that this design change was due only to some attempt to refresh Sonic's look to attract a new generation of players. And while that's partially true, the underlying reality is much more interesting: The third-person camera would follow Sonic from behind and from a certain height, to give the player an idea of the area in front of him. But when we used our existing character models, which were very short in size, Sonic's head suddenly looked so big that you didn't really see anything underneath. His body was darkened, and he could barely see his arms and feet. For us it was clear that we needed to change Sonic's basic design, make it taller, change its proportions from head to hand. Takashi Iizuka, Director, Sonic Adventure. No hesitated in serious conversations around Sonic's design and attracts Western audiences, particularly older players. The deeper the team delved into Sonic's evolutionary design, pushing him further from his roots, questions began to arise around who Sonic is now, what is his personality? Who are your friends? What are your motivations? The team invested in exploring these questions, which led to a bigger world around him than ever before. The book ends up exploring the Sonic Boom era. Yuji Uekawa, the current lead artist in Sonic Team, completes the story by explaining that Sonic is an inherently adaptable character. Its design and style will adapt to any new gaming platforms you are asked to do, says Uekawa. Source: SEGA. Final Thoughts If you're a Sonic fan, especially if you have long memories of the series dating back to its creation in 1991, it's very difficult to go through Sonic The Hedgehog 25th Anniversary Art Book. Although it has a strong artistic approach, there is a huge amount of detailed behind-the-scenes information here that is likely to shed new light on Sonic's development even for the most stalwart fans. It's even harder to get ahead if I think this is by far the most beautiful and well-produced game coffee table book I've ever seen. The paper is high GSM (although I'm not sure what the exact figure is), giving a heavy and robust feel to the whole piece. The cover is ultra thick, and Collector's Edition inclusions are wonderful. I should also mention that I bought this title for myself (so it's not a review copy sent by the publisher). I pick up all my coffee table books on PixelCrib. You can find both the Collector's Edition and the Standard Hardcover Edition over there, for A\$169.95 and A\$89.95 respectively. If the price of the CE version is too difficult to swallow, then I would still definitely recommend the Standard Hardcover Edition - you are getting all the same great content, only without the few extras I mentioned earlier in the review. I'm told the next book shipment will be available in November, so you can jump now to pre-order if you want to catch one soon. About Cook & Becker Founded in 2011, Cook & Becker is one of the world's leading online video game concept art stores. They work with writers, artists and video game developers to produce a wide range of specialized products, including high-quality coffee table books. Cook & Becker works directly with developers and publishers to reproduce their digital illustrations at museum grade levels in an effort to create durable products that retain their value over time. About PixelCrib Founded in 2016, PixelCrib are specialists in game culture, and providers of rare, high-quality video game memories and collectibles. They specialize in video game-related products, and select articles based solely on whether or not they celebrate video game culture. Outside of center table books, you'll find a wide variety of items, including an extensive collection of vinyl game soundtracks, board games, artwork and stationery. Stationery.

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