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Anime games have always looked good. It's a necessary part of their charm. Gameplay is important, but if you pick up an anime-style game, there's a good chance that you're in it as much for art style as you are the action. This is why anime game visuals often hold up years later. Even with that in mind, there are that are simply a cut above the rest. Here are seven relatively new examples of beautiful anime-style illustrations in video games. Nine no Kuni is a flat game – one of the best of the previous generation. The key is great art and some of the best cel-shadow ever, where the fully realized animated characters than raw paper cutouts found in other cel-shaded games. It's amazing how close it feels to be a real Studio Ghibli movie. Nine no Kuni's other, less obvious, strength is its lush world map. Back in the days of 16-and-32 bit RPG, it seemed like world maps would only ge	with models looking much	
but around the time of Final Fantasy X, developers began to favor a more seamless experience. Ni no Kuni marks a return to the days of the classic JRPG overworld map with its lush rolling hills, sparkling sea, and scorching deserts. It's a must-see for anyone with fond memories of the days of Final Fantasy VI. Kuni: Wrath of the White Witch? As long as we're talking about level 5, it's definitely worth mentioning one of the best-looking games on PlayStation 2. Dragon Quest VIII was proto-Ni no Kuni - another JRPG with excellent cel-shadow and unique art. Yes, it's true that Akira Toriyama's art can be a bit of an acquire not a big Dragon Ball fan - but there's no doubt that it's least interesting to look at. Monsters like Slim in particular really stand out - all of them filled with life and personality, despite being little more than cannon food. Dragon Quest VIII is almost a decade old now, but it still looks pretty good for a PS2 game high-definition TELEVISION. If there is any game that really screams at an HD remake itself, this would surely be it. Interestingly, it was recently released in Japan for mobile devices; a bad replacement for a full HD upgrade, perhaps, but it should look decent on the iPad. We must see for ourselves when it is released in Japan for mobile devices; a bad replacement for a full HD upgrade, perhaps, but it should look decent on the iPad. We must see for ourselves when it is released in Japan for mobile devices; a bad replacement for a full HD upgrade, perhaps, but it should look decent on the iPad. We must see for ourselves when it is released in Japan for mobile devices; a bad replacement for a full HD upgrade, perhaps, but it should look decent on the iPad. We must see for ourselves when it is released in Japan for mobile devices; and the properties of the propertie	ired taste - especially if ne, even when played on a eleased in the U.S. Okay,	
one thing that should be made clear from the beginning – Asura's Wrath is not what one would call a good game. It actually has more in common with the old FMV games of the 90s than anything else, relying heavily on quicktime events and long interludes to get its points across. But that doesn't diminish the fact watch. The visual style is reminiscent of the old Fist of the North Star anime, even a god who can beat at high speeds with what looks like a dozen or more arms. In keeping with this tradition, Asura's Wrath has its share of attacks capable of knocking Earth from its axis and sword that is 300,000 miles long. It's a importantly, it is unique. With so many anime-style games hewing for a certain look, it's kind of nice to see an anime game that evokes the feel of Shonen Jump circa mid-80s. Shame there are no more games like that (sorry, Fist of the North Star: Ken's Rage doesn't really count). It is tempting to choose Persona a nice game on Vita. But Persona 4's graphics have always been more functional than beautiful, opting to focus on style and substance instead of pure flash. Persona 4 Arena is, however, a legitimately nice anime fighting game - at least the best looking of its kind. Arc System Works is known for great anime and BlazBlue, but they really overdid themselves in adapting the world of Persona 4 for the fighting genre. Depending on sprites rather than cel-shadow techniques, the Persona 4 Arena looks incredibly sharp, with a UI that is very much in keeping with the aesthetic of the original series. The backgrounds aren't a new figure and substance in the fighting genre.	all in good fun; and more na 4 Golden here as it really warriors like Guilty Gear	
you'll find in Street Fighter IV, but they make up for it in detail and variety, borrowing a number of locations from RPG while introducing a few of its own. Like all Arc System Works fighters, Persona 4 Arena is just fun to look at in general with a really active style that fits well with the genre. Even if you're not much at least worth oggling on Youtube. More great cel-shadow, but what do you expect from games based on anime? Valkyria Chronicles can't match up to Ni no Kuni in terms of visual splendor, but it's certainly no match. And in fact, some people may find Valkyria Chronicles' more realistic art style to be more appear approach of Ni no Kuni or Dragon Quest VIII. Interestingly, despite being rather conventional, the original Valkyria Chronicles' art was not what you would necessarily call cliché. Its style blends the aesthetics of World War I Europe with the military anime as the new Yamato 2199, providing a look that appeals to be Unfortunately, Valkyria Chronicles II avoids this approach to a style more in keeping with an anime like Bleach, which matches its more cliché high school setting. Sega rebalanced somewhat with Valkyria Chronicles 3; but alas that entry was never released abroad, leaving what had the potential to become a cla	h of a fighting fan, they are aling than the quirky both sides of the Pacific.	
mixed and complicated legacy. Don't worry, Tales fans - you get your due as well. The Tales games have long been known for their excellent graphics, which allowed the series to relatively seamlessly for PlayStation 3 and Xbox 360 around the previous generation's ride. In this, the series is pretty unique among juggernauts like Final Fantasy and Dragon Quest had their share of battles to take the plunge (Dragon Quest never even made it to PS3, opting instead to go for handhelds). You can argue which Tales game is the most beautiful all day - even older entries like Eternia still look quite neat - but Vesperia gets nodd for its superior character design and more vibrant world. The cities of Xillia may be bigger and more interesting to look at as a whole. Clearly, your mileage will vary; whatever you prefer, the spoken series is gold standa lasting anime-style RPG. Less well known among American audiences due to the fact that the series hardly ever gets Western releases, Super Robot Wars nonetheless deserves to be counted among the best-looking anime-style games of the current era. Typically a mash-up of various robot anime series, SRW	ded over Xillia and Graces ard in graphics for long- V is known for its seamless	
integration of several conflicting art styles, from flat-out bonkers Gurren Lagan to the more cautious Armored Trooper Votoms. It is all notable for its excellent attack animations, which simply must be seen in motion to be fully appreciated. No matter what platform the series is on, it always seems to look really good example, was done on the historically undersized PSP. If it's not an endorsement of the show's technical chops, I don't know what is.2nd Super Robot Wars AND the sheep here by virtue of the fact that it's in high-definition; but whether on PSP, PS2, or even NIntendo DS (yep), Super Robot Taisen will continue The upcoming release of Super Robot Taisen Z3 on Vita should be glorious. For more anime goodness, check out the six animes we think would make great video games. Kat Bailey is a freelance Pokemon Master. You can follow her on Twitter at @The_Katbot. 】图】Anime Art Game (图2)】图】Anime Art Game (图2)】图】Anime Art Game (图2)】Anime Art Game (e to be a great-looking game. 庭 Anime Art Game详情 安 you in Avatar Paint. More	
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