

Mega man star force official complete works pdf
You want more? Advanced embed details, examples, and help! in: Books, Mega Man Star Force Series Share Start your review of Mega Man Star Force: Official Complete Works (Multiple Pictures on My Blog) This is the art book for the Mega Man Star Force series, series of games made for Nintendo DS. It is translated by Udon from the
original Japanese art book ,[1][1][1][1][1][1][1][1][1][1][1][1][1][
and curious newcomers can learn about the artistic vision and gorgeous details of yet another iconic Mega Man Battle Network: Official Complete Works had the daunting task of compiling each art element from nearly two dozen Battle Network mainline entries and spinoffs, resulting in a book packed with great art and concepts while rarely entering weeds and explore the design process for each game. By comparison, the Mega Man Star Force: Official Complete Works book has only three main line games to cover, and it makes it exhaustive. This is especially true for Mega Man Star Force 3, a game that takes up well over the first half of the book alone. Perhaps as a result of the third entry in the series that is the last to be developed, there seems to be an additional amount of behind-the-scenes images available for the final part of the Star Force trilogy. Several poster and cover art illustrations for this game get accompanying pages with step-by-step design reviews, which describe how the Battle Network and Star Force illustrations from early color-degraded concepts to fully realized works of digital art. Character design gets as much of a thorough profile in Mega Man Star Force: Official Complete Works. Next to polished final renderings for each character, you'll see all possible smaller illustrations available for the massive cast of the game, even down to obscure special illustrations from the most important artists in the series that explain the importance of certain illustrations and how the design of each character came to be. You'll even see rough practice sketches and many initial concepts for each character, along with explanations of why they were changed or went unused. Some of my favorite parts of the book are when the artists candidly explain why certain illustrations or designs fell
through, such as when Komaki shares a trio of beautiful Mega Man Star Force 1 cover illustrations that were never used because he right up missed his submission deadline. For as thoroughly as Mega Man Star Force: Official Complete Works book covers designs and works of every conceivable character in the trilogy, another element of art books that I love is to get a collection of auxiliary visuals associated with the game, as the pages of the world graffiti from Splatoon art books or renderings of official merchandise in the Mega Man Battle Network: Complete Official Works book. This design book has some of it, with pages showing off artwork used for promotional trading cards, plastic folders, real tournament prizes and more. Yet the world in which the game takes place does not feel that it is presented in its entirety. While we get a look at various smaller design elements such as in-game posters and logos, only 10 incredibly narrow pages in this book stand for the world and environmental design details. Characters are obviously the main appeal of this collection, but I still wish I could have seen a little more insight into the different environments of the Star Force game, this book makes me feel like I've spent years with the franchise. It features some of the most in-depth and high volume concept and design information I've ever seen in an art book, giving a refreshingly candid look at how this trilogy of Mega Man spinoffs came to life. I wish more had been placed on detailing the world building of the series, but the eye-expanding amount of character art and special illustrations contained in this book still makes it a must-have, not only for Mega Man fans, but for anyone interested in character design and sharp game illustration. Illustration.
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