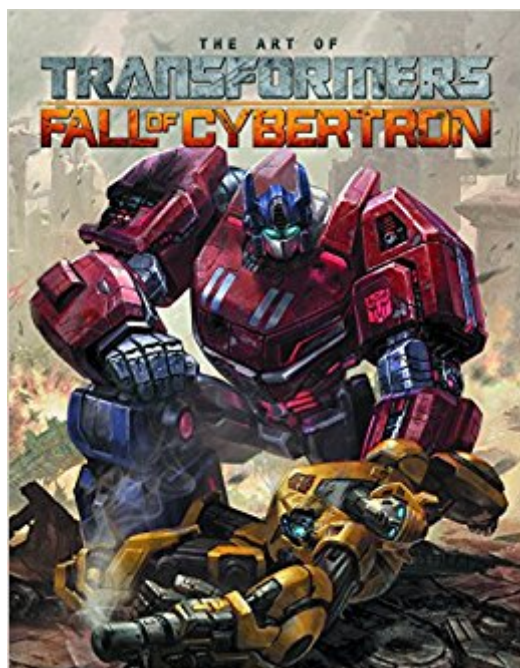


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Transformers: The Art Of Fall Of Cybertron



Synopsis

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! For fans who enjoyed: ART OF THE MASS EFFECT UNIVERSE 9781595827685, THE ART AND MAKING OF STAR WARS 9780811875004, HALO: THE ART OF BUILDING WORLDS 9780857685629

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Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (25 customer reviews)

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Customer Reviews

Length: 1:23 Mins

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.)

Just received this and read straight through it. Pros: Character profiles. All the Transformers have very nice looking character profiles at the end of a particular chapter. These are very nice to look at. I also liked the small weapons section at the end, and showing several transformers without description. Of course I would have preferred if all the Transformers shown at the end would have had a description, but apparently that was asking too much. At least they showed the portraits. Also, there are some great shots of the Autobot Ark at the start of the book. Cons: Much of the artwork in this book is indeed concept work, and feels very unfinished. There is maybe one or two nice cityscapes that look detailed and finished and would be worth having in large format. Pretty much everything else lacks detail and is too blurry for my taste. Another con is the writer of the book. There is this constant emphasis on how his employer High Moon studios strove towards the best in this, and in that, and was always raising the bar etc. Tiring. All in all, I would advise browsing through this in the store, or watch Parka's very helpful review, before you decide on paying for this. It's not a disappointment, but I was hoping for better and more detailed artwork, and more worldbuilding information as well.

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.

Culling everything from artist sketches, hand painted concept art, and rendered character designs and profiles, this art collection provides deep insight into the visual creation of the game world itself. The book delves into the level by level creation, and provides important commentary throughout with regard to characters, environments, and the overall creative process that went into the game. In particular, the commentary touches upon scale and size as related to the Transformers universe, and how environments were rendered to coincide with the scale and scope of the Transformers themselves. For example, hulking robots means bigger, more super-sized buildings around Cybertron. In addition to this, the development team discusses the dissection of Cybertron the planet, which they designed as a series of "city-states", with each area having a particular look, feel, and social culture to it. Character profiles and art are covered in depth, and their look and vehicle form are broken down for the reader in order to explain how these iconic characters are displayed in the game. Believe me when I say the books is exhaustive in its behind the scenes content, and I could definitely tell the game's creators knew their Generation One Transformers. This really shows when it comes to the obvious, credible fan service that has been infused in both the game and the book. The Art of the Fall of Cybertron is an excellent compendium to an A-list licensed game. The art work alone, provided by High Moon Studio's talented array of artists, is worth the price of admission. The insightful commentary, the discussion of other sci-fi themed properties that influenced the game design, and overall depth of the book make it a total package of Transformers tribute. If you are a fan of the game, check out this art companion as it is an enjoyable addition to the game itself.

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