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The Art Of Destiny



Synopsis

Timed to the release year of the game, *The Art of Destiny* showcases the stunning art and design behind one of the most highly anticipated new franchises in gaming today. From the mysterious dunes of Mars to the jungles of Venus and the abandoned aerospace installations on the Moon, *Destiny* takes players across the ancient ruins of our solar system on their quest to defend Earth's last city and become legend. To build this expansive universe, the team at Bungie drew from a multitude of inspirations—from classic fantasy and science fiction worlds, the myth-meets-technology adventure of space operas, and the ornate design of medieval drapery juxtaposed with modern architecture—all of which combine to create a world uniquely imagined down to the smallest detail. *The Art of Destiny* is a celebration of the dynamic art at the heart of the game, featuring hundreds of pieces of concept illustrations, cinematic imagery, early sketches, and world-building graphic design. Covering the meticulous artistic development behind each class, vehicle, weapon, and environment, this lush and comprehensive overview explores the game's sweeping world, grand scope, and vibrant visuals. © 2014 Bungie, Inc. All rights reserved. *Destiny*, Bungie, and the Bungie logo are trademarks of Bungie, Inc. in the US and/or other countries.

Book Information

Hardcover: 216 pages

Publisher: Insight Editions (November 25, 2014)

Language: English

ISBN-10: 1608874206

ISBN-13: 978-1608874200

Product Dimensions: 11 x 1.2 x 10 inches

Shipping Weight: 3.5 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars See all reviews (69 customer reviews)

Best Sellers Rank: #29,565 in Books (See Top 100 in Books) #7 in Books > Arts & Photography > Other Media > Video Games #69 in Books > Science Fiction & Fantasy > Gaming #84 in Books > Humor & Entertainment > Pop Culture > Art

Customer Reviews

The Art of Destiny is a nice companion art book for the game. It's quite a large 216-page hardcover with a non-glossy smooth surface dust jacket. The paper and printing quality are fantastic. Note that there are two publishers for this book, Insight Editions and Titan Books, selling at different regions and prices. There's a generous amount of sci-fi environment art in the book from the Bungie artists.

So if you like the sci-fi environment art from the recent Halo artbooks, you'll enjoy this book. The landscapes from other planets are breathtaking to look at. It's quite cool to see how artists imagine civilization on other planets, in this case collapsed civilization, abandoned cities, space metropolis and other exotic locales. Some of the places do feel grandiose, epic. The environment art are mostly printed gorgeously big but there are also many terrific pieces printed smaller. They are quite detailed and able to hold up to scrutiny even when they are printed across two pages. Other artworks included are designs for the characters, ships, props like the weapons, crests, capes and finally some storyboards. There's a good amount of character designs which includes the costume designs, turnarounds and there are also animation sequences for some attack moves. Spaceships look pretty refined, clean. Finally, there are 14 pages of credits at the back so that just leaves the book with around 200 pages of artworks which is still quite a lot. Overall, the art looks and feels very polished. Recommended for the fans and sci-fi & concept art lovers. (See more pictures of the book on my blog. Just visit my profile for the link.)

This book is fantastic! I've always been a fan of Bungie, and I had hoped that they would come out with an art book for Destiny since I've seen so much of its art online, so I'm very happy they did! The book features a lot of the art I've seen online, but I don't think it has all of it (unsurprisingly, there is a ton of it after all); on the other hand, it's got a lot I haven't seen as well. I wouldn't have mind even if that hadn't been the case, because I love art in book form. All of the art is absolutely stunning and the colors are vivid, whatever they used to print it looks like it's very high quality to me. The book is more of a showcase of the best concept art they created, so most of it is nice and polished. Very few sketches and whatnot. They also included several animation sequences, which I had not expected. It's not concept art, but I personally think they looked nice. Additionally, it's very minimalist, which I think makes it look very nice. And it looks good with or without the cover jacket too. It also has that newly printed book smell, I love it. There are a few complaints I have, however:

1. There is quite a lot of empty space. Many of the pictures have about an inch or more of space around them. At least one of the pages has so much empty space around the art that it's ridiculous, they could have blown up the art bigger and filled that space. It's great for a minimalist look, but I'm certain that using that empty space would've freed up a few pages worth for more art.
2. The art that span more than one page. Art books should be designed so that that never happens, or at least very rarely. The art gets clipped at one side and it just looks bad. This was especially obvious when they had a picture of the

Traveler spanning two whole pages, but the Traveler was right in the middle of them, so it cut the whole picture in half. That's terrible.³ I wish it was taller than it is wide. It sticks out of my bookshelf an inch, and it's awkward. (It's right at home next to my Dinosaur Art book, though. I don't have any book that sticks out as badly as that one.) That's mostly personal preference though. Still, I think it's a great book if you love Destiny and its art, like concept art in general, or just collect art books. It really is a gorgeous book, it's a good size so it makes even the tiniest pictures in it look great (not to imply that they're very tiny, it's just relative to the other pictures). Bonus points if you're an environmentalist, I learned from the last page that for every book bought, Insight Editions plants two trees!

If you're into digital painting or just in love with the world of Destiny, the artists at Bungie have put together an amazing and large collection of top caliber art, well deserving of its sale price. The book is cover-to-cover full of gorgeous color illustrations with no fluff or filler. There are short notes on each painting, but the book is all about putting the full-color, luscious artwork on display. Every type of game art is featured in this book, ranging from the graphic design elements that went into the user interface, to snap-shot series of animation renderings, to countless weapon designs, and even some amazing, exploratory illustrations of the game-world before it veered toward the science fiction route that appears in the final product. However, the meat of the book is the stunning concept art and promotional illustrations depicting dozens of rich, painterly environments and carefully crafted character and costume designs. The art itself varies in style and technique as well, depicting the numerous approaches modern concept artists apply: from pencil sketches to hybrid digital paint-overs on 3D renderings, it's all beautiful and interesting to look at. The size, length and print quality are also great, as the book was published by the same group that produced some of the DreamWorks Animation art books. All in all, if you're a fan of the titular game, take an interest in the process behind game art, or if you're professional/aspiring concept artist, there's a lot to enjoy and admire about this book, as Bungie has attracted, some of the absolute top artistic talent in the entertainment industry.

Lovely art book that is just loaded with content. The paper quality is great and the color range of the illustrations is striking. Destiny the game may be a mixed bag but the illustrators did a bang-up job that's worthy of praise aside from the videogame. The only negative is that my copy was quite... fragrant upon opening. It's not a terrible smell as far as out-gassing goes, but just open your copy

and let it breathe for a few days in a large room. It's probably just the inks and outer layer of the pages.

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