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The Art Of Brutal Legend



Synopsis

Behold the Power of Rock! The Art of Brütal Legend is the monumental collection of metal-themed paintings, drawings, and sketches from the creative talents of Tim Schafer and the Double Fine Art Team. Lavishly reproduced artwork is complemented by candid commentary about the vision, inspirations, and black-magic artistry used to bring this fiendish nightmare to life. With more than 600 pieces of concept art and the complete illustrated lore of the game, The Art of Brütal Legend will melt your face with its sheer awesomeness!

Book Information

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Customer Reviews

This is a big, heavy book. I was surprised just how big when I got it. It's a high quality production that offers a ton of detail and depth, lots of preliminary sketches that really give you a sense of how the project evolved. Perhaps most importantly though, the art of brutal legend features a ton of genuinely inventive and cool concepts, unlike most art of books I have seen. The idea of an alternate world based on heavy metal album covers is an intriguing one, and the artists at double fine did a splendid job developing a mythology based upon this evocative source material. Rock gods and demons populate a baroque landscape of chrome, fire, and steel. Really fantastic stuff. This and the art of Alice madness returns are my favorite concept art books. If you liked that one, this has a similar macabre yet playful vibe.

Length: 1:26 Mins

Brutal Legend is what happens when you mix rock, art and game together. The story is about the world's greatest roaddie Eddie Riggs being thrown back in time to the ancient age of rock. He must master the power of rock to stop evil. What a riot. Reminds me of a certain other Hollywood film. The Art of Brutal Legend is probably the largest art book printed by Udon so far. It's a huge hardcover measuring about 12 by 12 inches. There are 252 pages. I like that the page numbers are marked out like the time you see on music players. Nice touch. I remember the book was scheduled for release a few years ago, but it never came out until recently after Udon published it. The Brutal Legend game came out in 2009. The book features concept art for the weird, interesting characters and macabre landscapes. The art style looks like they are drawn by a rock-dreaming teenager who's about to get detention for the drawings, or a rocker who knows how to draw. The enemies look pretty cool. You've got the cliché dudes with studded leather jackets, tattoo brutes, then you have flying microphones, rockers who smoke through exhaust pipes, organ pipe car and other interesting combinations of concepts. The text covers the character profiles, design ideas and background to creating the game. You can read all about the different legends and mythologies created for the game. This is a fine video game companion art book. By the way, the game's created by Double Fine Productions. Recommended to fans of the game. (There are more pictures of the book on my blog. Just visit my profile for the link.)

This is one of the greatest art books I have ever had honestly it is humongous tons of awesome artwork has lots of writing of information inside like production notes and things like that I thought it was going to be more of a small type book but no it has lots of artwork hundreds of pictures very awesome five out of five

if you find this game enjoyable and want more than just the 50 or so pic you might find on a google image search, then this book is for you. first off, it's a book and by that I mean the sucker is HEAVY and not a 'oh they used a heavy paper stock,' no. this book is so jammed pack with images and production designs from every faction be it Iron-Head or any of the others every design from concept to finish is in there. with great info from the designers and people behind the scene. every one who loves this game NEEDS this book.

I have waited for this book since the game was released. I was not disappointed at all. Just wish this wasn't just a delayed book but a prelude of more Brutal Legend items. Maybe some figures, another

game or a comic book would be nice.

Admittedly a good bit of the concept art can already be unlocked in-game, and a section of the book are the full drawn out legends you can see in the game, but there is absolutely something to be said for having it on paper. The book is sturdy and the cover a work of art in itself, with gloss and holographic features. You'll wish there was more, and I would have liked more commentary, but for fans of the game it's a must have.

This book is so good you almost forget that it's concept art for a video game. If you have a love for metal, Tim Schafer, music, art, or just awesome things in general it's your responsibility to buy this.

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