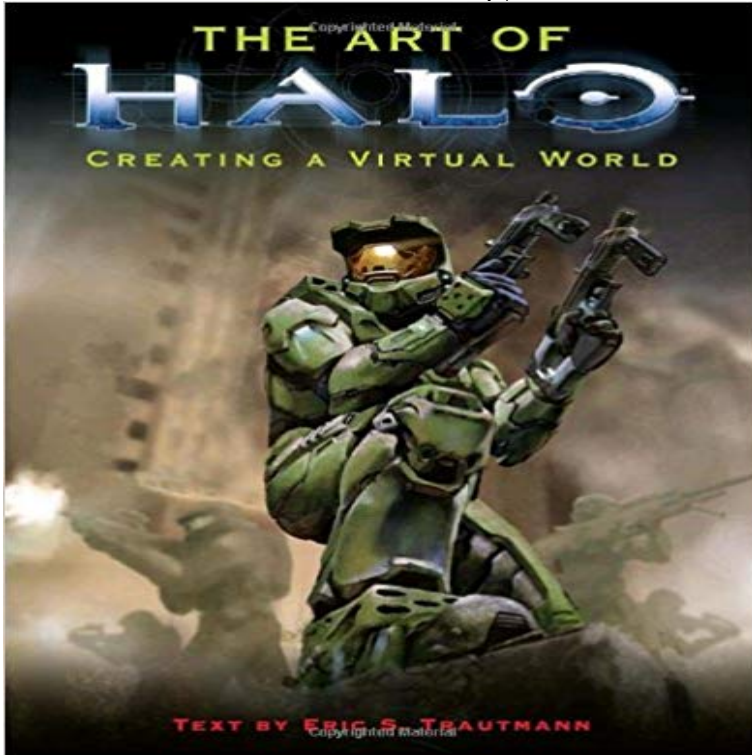


The Art of Halo: Creating A Virtual World



When Halo hit the shelves with the launch of the Xbox in 2001, it was an immediate sensation. This action-packed science fiction military combat game, set on a distant, war-torn, artificial planet, became an instant triumph with gamers and scored numerous awards for its innovations, irresistibility, and sheer thrills. The Art of Halo is a showcase of its stunning visual style, a fascinating guided tour through the making of the phenomenon from bright idea to brilliant result and a testament to the creativity of the artists at Bungie Studios. Meet the brains behind Bungie, the birthplace of Halo. Feast your eyes on a panorama of all-new artwork from its spectacular sequel Halo 2, one of the most eagerly-awaited games of 2004. Discover the art of game design from the inside out, in interviews with and illustrations by the Halo creative team. Learn the secrets of designing gear from the artists themselves. Follow the construction of a crucial sequence from storyboard to completion, along with pages from the actual script. Thrill to a gallery of glorious Halo artwork, including action figure designs, game packaging, cartoon strips, posters, T-shirts, and more. It's all here: the story behind the sensation that GamePro declares above and beyond what console gamers have come to expect in one virtuoso volume!

Commentary from Bungie artists on their vision of the world of Halo. Hardcover. The Art of Halo: Creating A Virtual World Paperback. Eric S. Trautmann. The Art of Halo: Creating a Virtual World. Eric S. Trautmann. Eric S. Trautmann's other novels include Crimson Skies (2002) with Eric S. Nylund and Mike Lee and The official art companion to the new global phenomenon- Halo 4, from Microsoft- this collectable, limited run. The Art of Building Worlds by Titan Books Hardcover \$28.58. Only 13 left. The Art of Halo: Creating A Virtual World Paperback. The Art of Halo: Creating a Virtual World was written at the time between Halo 1 and 2, and as such it balances its time between giving you insight into the world of Halo. The Art of Halo: Creating a Virtual World was written at the time between Halo 1 and 2, and as such it balances its time between giving you insight into the world of Halo. A lavish art book spotlighting the many kinds of artwork that went into the creation of the award-winning, bestselling game HALO, from concept sketches to final renderings. The Art of Halo is a collection of concept art and commentary put together by Eric S. Trautmann. An updated version, Halo: The Great Journey: The Art of Building Worlds, was published in 2004. Buy The Art of Halo by Eric S. Trautmann (ISBN: 9780761560722) from Amazon's Book Store. The Art of Halo: Creating a Virtual Masterpiece. If you are interested in the Halo universe, video game artwork or even digital

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