

THE ART OF MIRROR'S EDGE: CATALYST BY DICE



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About the Author

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DICE was founded in May 1992 in Växjö, Sweden by Ulf Mandorff, Olof Gustafsson, Fredrik Liliegren, Andreas Axelsson and Markus Nyström, members of the former demogroup The Silents. For an extended period of time, while the employees were also students at Växjö University, the company's office consisted of a small dorm room. During those days the company developed popular pinball games for the Amiga computers, such as Pinball Dreams, Pinball Fantasies and Pinball Illusions. The company moved to Gothenburg in 1994 where it was headquartered until 2005, when that office was merged with the ex-Refraction Games office in Stockholm.

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The Art Of Mirror's Edge: Catalyst By DICE. In undergoing this life, many individuals always attempt to do as well as obtain the very best. New understanding, experience, session, and every little thing that could boost the life will certainly be done. Nevertheless, lots of people in some cases really feel puzzled to obtain those points. Feeling the restricted of experience and resources to be far better is one of the does not have to have. Nevertheless, there is a very basic thing that can be done. This is just what your educator consistently manoeuvres you to do this one. Yeah, reading is the response. Reviewing a publication as this *The Art Of Mirror's Edge: Catalyst By DICE* and also other references can improve your life top quality. Just how can it be?

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THE ART OF MIRROR'S EDGE: CATALYST BY DICE PDF

Take a behind-the-scenes journey into the richly detailed yet minimalist totalitarian futuristic universe of Mirror's Edge™ Catalyst with this oversized hardcover art book! Each glossy page is jam-packed with never before seen art, commentary, and insight from the creators of the game! See the concepts behind Faith and her world take shape!

From freerunning up the tallest skyscrapers to delving into the secrets of the Mirror's Edge world, both fans and newcomers alike won't want to miss this beautiful art book experience! The Art of Mirror's Edge Catalyst will be released by Dark Horse simultaneously with the game.

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Most helpful customer reviews

9 of 9 people found the following review helpful.

Nice game art companion

By Parka

[[VIDEOID:bec0c49039aae40814e83be612737b4]]I remember there wasn't any artbook for the first game so it's great there's one for the second game.

The Art of Mirror's Edge: Catalyst is 200-page hardcover concept art book that features mostly character and environment art.

If you like the environment, you'll be glad to know that the book shows you a good amount of visual

development work that goes behind conceptualising the city. The amount of detail in the design and models look great. As for the feeling, everything appears very high key, very bright, airy, dreamy with the occasional glow. Because of that, it also makes the city look almost too clean which is actually in line with the city of Glass in the game.

I like how the sleek and modern the buildings look. There are a couple of more outlandish designs but overall it's not too drastically different from real life cities. The rooftops in the games are much cleaner though. Where do all those people hide their air-conditioning units?

There are character designs for the main characters. Faith of course has more pages showing us the different types of clothes, shoes, gloves designs before the final chosen one. Other characters usually have one or two pages, such as Noah, Icarus, Nomad, Rebecca, Dogen, Birdman, Plastic. There are more pages on the enforcers from KrugerSec and the main antagonists. You can see they get a lot of inspiration from military and tactical uniforms and gear.

There are a handful of storyboards and action scenes to prevent the book from feeling too static but I think there could be more.

The occasional captions talk about the designs but they are usually just one paragraph. The other text would be the lengthy chapter openings. Generally speaking, there's not a lot of text, so don't worry about story spoilers.

Overall a good game art companion. Fans should enjoy it, as well as those who like cityscapes environment art.

(See more pictures of the book on my blog. Just visit my Amazon profile for the link.)

0 of 0 people found the following review helpful.

I love how the chapters are broken up into different categories

By Taylor Harris

I'm a fan of art books in general, and this one is exceptional. I love how the chapters are broken up into different categories, from costume design, to environments, etc. If you enjoy art books, this one is a real treasure.

1 of 1 people found the following review helpful.

Five Stars

By Paul

Amazing artbook with great design.

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