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The Art Of Watch Dogs



Synopsis

One of the most hotly anticipated games from E3 2012, Watch Dogs received over 80 official nominations and awards including IGN's Best New Franchise Award, Gamespot's Editor's Choice Award and Eurogamer's Game of the Show Award. The Art of Watch Dogs is an in-depth review of Ubisoft's amazing new game with extensive concept and development art and detailed creator commentary. The first of its kind for a franchise that is certain to be a future classic, the book will explore the technology-controlled world of Watch Dogs, taking readers on a visual guide through Aiden Pearce's quest to turn Chicago's Central Operating System (CtOS) against its corrupt owners.

Book Information

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Customer Reviews

"A must-have for fans of the game." - Cyberwolf
"An amazing experience from cover to cover." - Don't Forget Your Towel
"packed to the rafters with sketches, concept art and behind the scene details that help bring Chicago to life." - Xbox Hub
"This compilation is comparable to some of the nice Japanese art books and really gives me hope for the future of video game production art collections." - Pop Cults
"Some beautiful and intriguing art." - Destructoid
"A thoroughly enjoyable read." - We The Nerdy
"Watch_Dogs fans wanting a better, deeper look at Aiden's Chicago will love what The Art of Watch_Dogs has to offer." - Suvudu
"A fine addition for fans of the game or collectors of art books alike." - Active Respawn
"With vibrant colors, gritty cityscapes, an impressive level of realism, and tons of little tidbits about the making of the game, this is a book with a lot to offer. The fact that it is printed on

high quality paper and bound into a nicely sized hardcover means that The Art of Watch_Dogs will be a book that can grace your coffee table or bookshelf for years to come." - Games Fiends

"The presentation of this book is quite spectacular." - PlayStationing

"What you'll find in The Art of Watch_Dogs is a selection of really phenomenal artwork that tells a visual picture of the world that Aiden Pierce lives in, and you'll get a bit of a deeper understanding of most of what Ubisoft has put together. If you're a fan of the game, I doubt you'll be disappointed." - Brutal Gamer

"Without a doubt a must own collectible for fans of the game." - Entertainment Buddha

"Titan Books has proved they know the best ways to create video game art books and similar gaming releases, and The Art of Watch Dogs is another good example of the company's expert publishing. The art featured in the book is stunning, and the layout of the new release makes looking through and learning more about each piece a really rewarding experience." - BGG Magazine

"A must-have for any gamer who is a fan of Watch Dogs. From the in-depth profiles of characters and places to the hundreds of drawings and pieces of artwork, The Art of Watch Dogs is a great value for any player of video games." - Gaming Cypher

"If you enjoyed playing Watch Dogs, then this book will give a deeper appreciation of the time and care that went into this game." - Fansided

"The Art of Watch Dogs isn't just a book for fans of Watch Dogs or hopeful game designers, but any Chicagoans, born or adopted...does a great job of capturing Chicago." - Another Castle

"These books are a great way for aspiring game developers to connect to the behind the scenes process. They continue to push the envelope when it comes to the argument of whether or not games are art. If anyone is still seriously questioning that topic, they need to take a look at some of these books that Titan Books are putting out. It really gives you a new appreciation for a game." - Nerdology

"The Art of Watch_Dogs beautifully shows off the gorgeous artwork we've all been teased for the last couple of years. It's a must-have for art book collectors and hardcore fans of the game." - Daily Crate

"Titan once again comes through strong with a hardbound compilation of video game concepts and renders revealing the artistic vision and inspiration behind the Ubisoft production." - VG Blogger

"Titan Books is one of the more well-known producers of graphic art novels for anime, film and video games and they tend to deliver the goods for their core audience time and time again....those responsible for putting this product together have really done a wonderful job of expanding the title's universe." - PS4 Home

"I found this book to be great companion to anyone playing the game that is looking for a deeper look into the art design process as or after they play. It gives a lot of great insight on the art, characters, and locations in the game and will likely bring attention to details you may have never noticed. The overall look and quality of the book is what I've come to expect

from Titan Books." - Game Cavern "This book is what I have come to expect from anything put out by Titan Books. Well constructed, well thought out and worth the \$30 price tag" - SteamFirst "I'm impressed with the calibre of the book's presentation and its overall style." - Hey Poor Player

Paul Davies has worked in gaming journalism for twenty years, writing and editing magazines and websites including Official Nintendo and Computer & Video Games. He is the co-founder and director of media agency Unlikely Hero Ltd. whose clients include Yahoo! UK and Microsoft. Andy McVittie has worked in the video games industry for more than twenty years. Author of The Art of Assassin's Creed III and regular contributor to magazines such as Mean Machines, Nintendo Official Magazine and PlayStation Plus, Andy has a client roster that includes Yahoo!, Turner Broadcasting and Microsoft.

Titan Books have found a special place on my bookshelf with this diamond in the rough. The publisher has officially piqued my interest in their series of books. I was unaware of the quality and the depth that these artists have sank into these pages. At a mere 144 pages, I was skeptical of the value I would have with this book. The size of the book itself is very impressive, even if the content does not seem to be so dense at first glance. Each page is littered with art: characters, scenery, logos, commentary- as I take a fourth look at the page spread that has been on my desk, I now notice that the actual road map of Chicago is set as a background choice for the subject matter of the content in the foreground. The attention to detail makes this a fun book to enjoy whether you play the game or not. For Watchdogs enthusiasts or non-videogame conformists, it's a great diversion from your everyday activities. Excellent conversation piece to enjoy with a partner over coffee or to sit back and enjoy the enormous spreads in all their colorful glory. The way the book is bound is also a particular boon to note. The book is "string-bound" (for lack of a better coined phrase) meaning that each spread opens and lies perfectly flat on the table, no glue sticking the pages together, no "let me put this paperweight down to keep the book open" - nor are there any annoying pages flipping to previously viewed parts of the book due to the book not being flexed open. The pages are glossy, fingerprint-magnet beauties to behold and they lay perfectly without any extra effort from the viewer besides actually turning the pages. The quality here is exquisite. After seeing what Titan Books is capable of, I will most certainly be looking at their other art books, starting with Assassin's Creed Black Flag. Pick this up for the bargain that sells it for and you will not be disappointed. 5 Stars.

A little disappointed with this art book. Loved the game and couldn't wait to see the art behind the game. Most of what is in this book is just computer renders and versions of the characters that aren't much different than the final designs. I like to see the evolution of the designs and that wasn't on display here. Half of the book was dedicated to the 8-bit style art from around the city, which I wasn't very interested in. This book has some good stuff but just isn't what I was hoping for.

One of the most disappointing games of last year, sadly the artbook is the same, I thought I would get some incredible pieces of art, but what I've got instead was a huge disappointment in terms of quality of the book itself and the quality and quantity of the art included in this artbook. It's a shame, because I was looking forward to this artbook very much. I don't know if I would recommend this artbook even to a fan of the game, which there are not many I presume. I almost felt regret after browsing through the artbook.

Gorgeous, sizable hardcover full of mostly concept art and some scattershot commentary. Unfortunately, it suffers some of the problems of the game, with lots of beauty and lots of ideas that don't always feel like they come together into something cohesive. I buy a bunch of art books for video games, and the best add some really good commentary and give you more "behind the scenes" insight into the collaborative creative process... I've been spoiled. I would have also liked to see more discarded ideas (and why they were discarded), reference material, etc. I don't want to damn with faint praise, though. If you're actually on the fence enough to be reading reviews, I doubt you will be disappointed in this as a coffee table book. Very high quality binding and glossy pages, and a visual treat.

Great

Great item and seller.

Amazing art work

The Watch Dog art book is one of the better art books about a video game, Definitely worth purchasing even if you dont have or play the game

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