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# The Art Of Bioshock Infinite



## Synopsis

In *The Art of BioShock Infinite*, delve deeper into the city of Columbia—the fabled floating metropolis that serves as a beacon of technology and achievement for the early 1900s! This deluxe hardcover features production designs and concept illustrations focusing on main characters Booker DeWitt, Elizabeth, and Songbird from the *BioShock Infinite* video game. See the evolution of Sky-Hooks, Heavy Hitters, the populace of Columbia, Vigors, airships, and much more! \* *BioShock Infinite* won over 75 video game awards, including Best Original Game and Best of Show! \* Introduction by creative director Ken Levine.

## Book Information

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## Customer Reviews

A lot of games these days have pretty weird characters. *BioShock* is one of them with its own kind of weirdness, especially the characters. This is a large 184-page hardcover concept artbook published by Dark Horse. The concept art features the environment, characters, weapons and other props such as propaganda posters. I like the environment art for the floating city of Columbia. It's beautiful yet mysterious. There's plenty of character art, that of Elizabeth, Booker, Songbird and many of the grotesque and mechanical enemies, Heavy Hitters. It makes you wonder about the twisted minds of those in Columbia who created these monstrous beings. They have included quite a bit of discarded art that couldn't make it to the game as well. The art is accompanied by some commentary and annotated handwritten text. No much. If you've not played the game, it's quite impossible to know what the game is about by looking at the art. It's a nice companion video game

artbook, but overall, I felt the art is not as refined as *Deco Devolution: The Art of BioShock 2*, but this is also sort of a different title. A Kindle edition for this is also available. You can check out the preview pages on [. \(There are more pictures of the book on my blog. Just visit my profile for the link.\)](#)

First of all, I'm a fan of the game, and I love this artbook. Have no regret buying this. But I rated the book 4 stars instead of 5. Because the book didn't feature much of the landscapes featured in the actual game. It does feature certain amount, but in my opinion, not enough... (and this would be my personal opinion too...but I'm sure a lot of people would agree with me...) Since the game's protagonists are not only the MC and Elizabeth...but the city of Columbia itself, I feel that the book should have featured more detailed look into the scenery. Let's say only less than 10% of the book is dedicated for the section. The rest focuses on character development. Oh and one more thing... The book doesn't feature all the Elizabeth's costumes and artworks. Don't want to spoil the contents of the game so I must be vague...but Elizabeth's costumes and designs from the latter part of the game aren't in the book for some reason. But still, I enjoyed this artbook and have no regrets getting this!

It is really amazing the kind of talent and minds working behind the project, and seeing just what the team at Irrational had in mind for the concept of *BioShock Infinite*. So many very inspiring pieces to take a look at; the many versions of the main characters Dewitt, and Elizabeth, and the dreaded humbling companion known as the Songbird, along with a ton of different conceptual designs all show a very inspiring world possible. Even with the game being completed, this is still a remarkable piece to hold in dedication to the people who worked behind it.

So far in my experience with video game art books, I've found they come in two varieties: very polished and finished looking art, the kind that gets used in promotional materials and even on box art, or alternatively, art that is more on the sketched out idea stage side of the spectrum. This book tends to me more the later. If you're interested to see the design iteration process for many of the characters/creatures in this game this is a great book. You'll get a good look at a lot of designs that never made into the game, as well as the evolution of some of the concepts that did make it into the game. I was hoping to use this book as a sort of visual reference guide for making fan art, basically I was hoping it would be like a complete visual catalogue of everything as it appeared in the actual game. If you're thinking the same you may want to adjust your expectations a little but it's still a

great book for those who like art/illustration and are a fan of this game. To be clear, there are some finalized ideas in here, but the vast majority are quickly drawn concepts

This book is packed with unused concepts, as well as visual development of characters and concepts that did make it into the game, such as Elizabeth, Booker, and Songbird. The book itself is quite large and the artwork is arranged very well. The one thing that this book is lacking is commentary; there's almost none. There's quite a few little captions that don't say anything about the artwork that isn't already obvious, and the names of the artists are not clearly mentioned, there was a total lack of effort to get the artists involved with the book. The artwork alone is worth the money, but I really wanted to see what the artists themselves had to say about the process. The best artbook I have ever seen is the Art of the Hobbit, which was written by an actual member of the design team that worked on the movie, and was full to the brim with artist commentary on the process. I have seen a lot of artbooks that assume the reader has an extremely low attention span and isn't interested in anything except finished promotional art. This book doesn't stoop that low, but a caption did refer to a brilliant and detailed color painting as "a sketch." As an artist, it would have frustrated me to no end to see a concept I had spent so much time on referred to as simply a sketch. Having ranted a bit about the lack of commentary, I have to say that this is not actually a bad artbook. In my opinion it is worth 20 bucks just to see the pages dedicated to Songbird. If you ravenously devour all things Bioshock Infinite like I do, then you will probably want this on your shelf. We are going to need a more in depth look at the process somewhere down the road though, and I don't think the job of explaining how great the team at Irrational is should be relegated to youtube videos of Ken Levine, as brilliant as he is.

This art book is incredible! High quality print. Full of production designs and concept illustrations. Tons of commentary notes and detail. Amazing collection of work spanning one of the finest games this generation! For a page by page look at The Art of BioShock Infinite book you can watch my video review on YouTube. Channel is NiZZULiVE.

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