

The Art Of Blizzard Entertainment

Timed to the twentieth anniversary of the blockbuster Warcraft franchise, The Art of World of Warcraft celebrates the groundbreaking art of the complete series to date. In the ten years since its inception, World of Warcraft® has revolutionized the role-playing genre, creating the immense world of Azeroth and filling it with iconic characters and legendary weapons and environments. Featuring interviews with key developers and telling the complete story of the game's evolution, this fully illustrated book vibrantly displays the renowned artwork at the heart of the franchise. Including never-before-seen art from the latest World of Warcraft expansion, Warlords of Draenor, The Art of World of Warcraft will contain hundreds of drawings and concept art, forming the ultimate tribute to the epic gaming franchise.

Blizzard Entertainment and Dark Horse Books are proud to present the third installment of their bestselling World of Warcraft Chronicle series! Like its predecessors, Volume III features beautiful full-color artwork by Peter Lee, Emily Chen, Stanton Feng, and other fan-favorite artists, as well as intricately detailed maps and spot art by Joseph Lacroix. Bolster your knowledge of Warcraftlore with this striking third volume!

An abundantly illustrated history of fantasy art, from the Old Masters to the present

BradyGames The Art of Warcraft features an inside look at the stunning art from the Warcraft series. Art from every stage of game development will be included, from early concepts to finished pieces, along with behind-the-scenes commentary from the Blizzard development team. Enormous coverage including Warcraft III: Reign of Chaos, Warcraft II, and Warcraft, plus an exclusive glimpse at the upcoming World of Warcraft game. Anecdotal captions relevant to the story and events of the Warcraft series are also included. This timeless reference piece will give countless hours of enjoyment to avid Warcraft gamers everywhere!

Sixty-thousand light-years from Earth, the corrupt Terran Confederacy holds the Koprulu sector tightly in its tyrannical grip, controlling every aspect of its citizens' lives. One man dares to stand up to this faceless empire and vows to bring it to its knees: Arcturus Mengsk -- genius propagandist, tactician, and freedom fighter. A monstrous act of bloody violence sows the seeds of rebellion in Arcturus, but he is not the first Mengsk to rail against such oppression. Before Arcturus grew to manhood, his father, Angus Mengsk, also defied the Confederacy and sought to end its brutal reign. The destiny of the Mengsk family has long been tied to that of the Confederacy and the Koprulu sector, but as a new empire rises from the ashes of the past and alien invaders threaten the very existence of humanity, what will the future hold for the next generation...?

How our jobs stole our lives and what we can do about it

The second volume of this series dives deep into the depths of the Year of the Kraken, the first year of the game's standard format. Consisting of hundreds of illustrations, this volume goes into detail about the Hearthstone team's artistic process for card art, game boards, and other visual designs.

The fans of Blizzard Entertainment are some of the most innovative and passionate fans in the world. The Blizzard Cosplay Book

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is a celebration of their creativity and love of the characters that inhabit the many worlds of Blizzard. Featuring costuming tips, tricks, and photos from the best across the globe, The Blizzard Cosplay Book is a must-have for fans old and new of epic adventures and killer shoulder pads.

For more than twenty years, the artists behind Diablo have conjured new visions of the heavens and the hells, built nightmarish corridors filled with monsters and demons, and unleashed swarms of malevolent creatures upon tens of millions of players worldwide. Featuring never before seen content, The Art of Diablo plunges into the concept, design, and environmental art that has defined the world of Sanctuary and the Eternal Conflict at the core of Blizzard Entertainment's action-packed dungeon-crawling game.

Your favorite Overwatch® heroes' backstories are revealed in this anthology from Dark Horse Books and Blizzard Entertainment®! From Soldier: 76 to Ana, Tracer to Symmetra, discover the history behind Overwatch's heroes. How did Bastion become part of the team? Why did Ana Amari disappear? Where did Tracer get her catchphrase? Learn all this and more in this hardcover anthology of the first twelve issues of Blizzard's Overwatch comics, written and illustrated by an all-star creative team including Matt Burns, Robert Brooks, Micky Neilson, Nesskain, Bengal, and more. Whether you're an Overwatch novice or a Grandmaster, this is an essential companion!

- Reveals backstories and new details about Overwatch's heroes.
- Essential companion to the international best-selling game Overwatch!
- Overwatch has won 100+ Game of the Year awards!
- Overwatch is a global phenomenon with 30 million players!
- Includes short stories by World of Warcraft: Chronicle writers Robert Brooks and Matt Burns!

Delve deeper into the dark fantasy world of the Diablo universe in this illustrated tome as a mortal angel reveals history and lore. One of the most exciting and visceral action role-playing games in recent memory, Diablo® has become a worldwide gaming phenomenon. Diablo III: Book of Tyrael takes fans even further into the universe with a detailed and beautifully crafted artifact that focuses on the renowned champion Tyrael. As a former archangel of the High Heavens, he ranks among the most important and influential characters in the Diablo franchise. Here, in this illustrated and comprehensive tome, he reveals never-before-known secrets about the history of the world, the dark threats that yet face mankind, and his decision to join the ranks of humanity as a mortal. Featuring stunning original art throughout, this beautifully illustrated follow-up to Diablo III: Book of Cain will also feature letters from Leah and additional fragments of Cain's writings, all curated by Tyrael as he weaves together a complex and fascinating story for the members of the Horadrim.

Collects illustrations based on the game from professional and fan artists around the globe.

This is a three-decade survivor's tale ... a scenic search for elusive human happiness through music, magazines, silly

jokes, stupid shoes, useless blokes, hopeless homes, booze, drugs, love, loss, A&E, death, disillusion and hope - while trying to make Prince laugh, startle Beyoncé, cheer Eminem up, annoy Madonna, drink with Shaun Ryder and finish off Westlife forever (with varying degrees of success). In 1986, Sylvia Patterson boarded a train to London armed with a tea-chest full of vinyl records, a peroxide quiff and a dream: to write about music, for ever. She got her wish. Escaping a troubled home, Sylvia embarks on a lifelong quest to discover The Meaning of It All. The problem is she's mostly hanging out with flaky pop stars, rock 'n' roll heroes and unreliable hip-hop legends. As she encounters music's biggest names, she is confronted by glamour and tragedy; wisdom and lunacy; drink, drugs and disaster. And Bros. Here is Madonna in her Earth Mother phase, flinging her hands up in horror at one of Sylv's Very Stupid Questions. Prince compliments her shoes while Eminem threatens to kill her. She shares fruit with Johnny Cash, make-up with Amy Winehouse and several pints with the Manics' lost soul-man Richey Edwards. She finds the Beckhams fragrant in LA, a Gallagher madferret in her living room and Shaun Ryder and Bez as you'd expect, in Jamaica. From the 80s to the present day, I'm Not with the Band is a funny, barmy, utterly gripping chronicle of the last thirty years in music and beyond. It is also the story of one woman's wayward search for love, peace and a wonderful life. And whether, or not, she found them.

Eleven-year-old Danny O'Neill has never been what you'd call adventurous. But when he wakes the morning after a storm to find his house empty, his parents gone, and himself able to hear the thoughts of a dying tree, he has no choice but to set out to find answers. He soon learns that the enigmatic Book of Storms holds the key to what he seeks . . . but unraveling its mysteries won't be easy. If he wants to find his family, he'll have to face his worst fears and battle terrifyingly powerful enemies, including the demonic Sammael himself. In the beautifully imagined landscape of Ruth Hatfield's The Book of Storms, magic seamlessly intertwines with the everyday, nothing is black and white, and Danny is in a race against time to rescue everything he holds dear.

Overwatch has taken the world by storm, boasting millions of players and gaining critical acclaim. Now, in this beautiful hardcover, Blizzard Entertainment reveals the creative process behind one of the most popular FPS games of all time! Filled with never-before-seen art as well as commentary provided by the game's development team, this book is sure to please any Overwatch fan. • Never-before-seen artwork! • Essential companion to the international best-selling game Overwatch! • Introduction and commentary provided by the game's development team! • Overwatch is a global phenomenon with 30 million players! • Produced in close partnership with Blizzard Entertainment! • Behind-the-scenes look at your favorite characters! • Overwatch creation revealed!

The first monograph by the art director for leading video game company Blizzard Entertainment Brutal: The Art of Samwise is a career-spanning art book that assembles the many artistic creations of world renowned artist Samwise

Didier into one volume. For nearly thirty years, Samwise's unique art style, which combines the use of bold colors, visual storytelling, and a touch of humor, has been featured in numerous art books, illustrated novels, album covers, comic books, and video games, and is instantly recognizable to his legions of fans. *Brul'tal: The Art of Samwise* celebrates all the artistic creations of Samwise's imagination, including many images never seen before from his personal archives. This book also contains selections of Samwise's favorite and most iconic images he created for the video game company, Blizzard Entertainment, where he has worked since 1991. As a senior art director for Blizzard, Samwise was responsible for directing the art style for *Warcraft*, *StarCraft*, and *Heroes of the Storm*, as well as for creating artwork for the *World of Warcraft*, *Hearthstone*, and *Diablo* franchises.

Blizzard Entertainment and Dark Horse Books are thrilled to present the next installment of the wildly popular *World of Warcraft Chronicle* series. Volume 2 will reveal more sought-after details about the game universe's history and mythology. Showcasing lush, all-new artwork from fan favorites such as Peter Lee, Joseph Lacroix, and Alex Horley, this tome is sure to please all fans--casual and collector alike.

Over the past two decades, Blizzard Entertainment has had a tremendous impact on the world of games and global pop culture. From its humble beginnings as a three-person console-game development studio in 1991 to the creation of the blockbuster *Warcraft*®, *StarCraft*®, and *Diablo*® series, Blizzard has a history of crafting stunning worlds of science fiction and fantasy. The company's distinctive gameplay and storytelling styles have captivated an international audience numbering in the tens of millions whose passion cannot be quelled. Twenty years after Blizzard opened its doors, the company's *World of Warcraft*® boasts the title of the world's most popular subscription-based massively multiplayer online role-playing game, and the studio is widely recognized as one of the leaders in creatively driven game development. An epic volume of art and behind-the-scenes insights, *The Art of Blizzard*® celebrates the studio's genesis by examining the creative forces behind these games and showcasing their artistry through more than 700 pieces of concept art, paintings, and sketches. Commentary on the art is provided by Blizzard Entertainment's own Nick Carpenter, Sam Didier, and Chris Metzen, who've each played important roles in shaping Blizzard's game universes over the years.

Four years after the end of the Brood War, Emperor Arcturus Mengsk has rebuilt much of the Terran Dominion and consolidated a new military force despite an ever-present alien threat. Within this boiling cauldron of strife and subversion, a young woman known only as Nova shows the potential to become Mengsk's most lethal and promising "Ghost" operative. Utilizing a combination of pure physical aptitude, innate psychic power, and advanced technology, Nova can strike anywhere with the utmost stealth. Like a phantom in the shadows, she exists only as a myth to the enemies of the Terran Dominion. Yet Nova wasn't born a killer. She was once a privileged child of one of the Old Families of the Terran Confederacy, but her life changed forever when a rebel militia murdered her family. In her grief, Nova unleashed her devastating psychic powers, killing hundreds in a single, terrible moment. Now, on the run through the slums of Tarsonis, she is unable to trust anyone. Pursued by a special agent tasked with hunting down rogue telepaths, Nova must come to terms with both her burgeoning powers and her guilt -- before they consume her and destroy everything in her path....

Sanctuary is home to some of the most dangerous creatures to pull themselves from the pits of hell. Tread lightly, and never fall prey to monsters with the *Diablo* Bestiary. A celebration of the corrupted beasts and grotesque enemies that players have slain across the

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franchise's history, this book is the perfect companion to guide you through the next layer of torment.

The second graphic novel based on the world's most popular massively multiplayer videogame tells the saga of the Missing King of Stormwind. Upon learning he is in fact the lost ruler of Stormwind, Lo'Gosh returns to reclaim his throne with his comrades in arms Valeera and Broll. But all is not as it seems in the eastern kingdom, especially if one informed dwarf has anything to say about it.

We present 25 warcraft coloring pages to calm yourself down and make you relaxed. K. K. Kowling is author of many best selling coloring books.

"Overwatch: An Adult Coloring Book" is an epic volume of art capturing the spirit and wonder of Blizzard Entertainment's award-winning top game of 2016. This deluxe coloring book showcases the video game's artistry through more than 75 pieces of concept art, paintings, and sketches. With breathtaking images of Overwatch's characters, settings, and thrilling adventures, this coloring book has something for every Overwatch fan.

The Year of the Raven reaches new heights on dark wings! With a few years under its collective belt, the Hearthstone team needed to find an edge: sharper and more striking than a corvid's beak. In *The Art of Hearthstone, Volume IV: Year of the Raven*, the designers, engineers, and artists of the smash-hit digital card game pour their cunning into innovative design changes, remarkable animated art, and all-new transmedia content. From the haunted lands of Gilneas in *The Witchwood* soaring to the laboratories of Outland in *The Boomsday Project* and touching down to the lively arena of Rastakhan's Rumble, the Year of the Raven has something unique for everyone. Fly alongside the Hearthstone team's creative genius (or madness?) to learn how it was done!

World of Warcraft: Chronicle Volume 1 is a journey through an age of myth and legend, a time long before the Horde and the Alliance came to be. This definitive tome of Warcraft history reveals untold stories about the birth of the cosmos, the rise of ancient empires, and the forces that shaped the world of Azeroth and its people. This beautiful hardcover features twenty-five full-page paintings by World of Warcraft artist Peter Lee, as well as a cosmology chart, half a dozen maps charting changes through time, and other line art illustrations by Joseph Lacroix, and marks the first in a multipart series exploring the Warcraft universe; from the distant past to the modern era.

Explains how Billy Beene, the general manager of the Oakland Athletics, is using a new kind of thinking to build a successful and winning baseball team without spending enormous sums of money.

An exceptionally illustrated fiction for millions of Blizzard fans, *Diablo III: Book of Cain* is the source book for Blizzard Entertainment's Diablo franchise and the best-selling Diablo III game, as told by the games' core narrator, Deckard Cain. In Blizzard Entertainment's *Diablo®* and *Diablo II*, the recurring character of Deckard Cain delivered quests, accompanied the brave adventurer, and, as the last of the Horadrim, provided a link to the greater history of the world of Sanctuary. Ever mysterious during these appearances, Cain hinted at a larger story, providing snippets of it in his notebook. *Diablo III: Book of Cain* is Cain's formal record of this greater tale—a dissertation on the lore of the Diablo universe, told by one who has witnessed and participated in some of the epic events that make up the eternal conflict

between the High Heavens and the Burning Hells. Designed as an “in-world” artifact from the Diablo universe, Diablo III: Book of Cain includes Cain’s revealing meditations, as well as dozens of sketches and color artworks depicting the angelic and demonic beings who wage constant war with one another.

Traces the evolution of Blizzard Entertainment from a three-person console-game development studio in 1991 through the evolutions of the blockbuster Warcraft®, StarCraft® and Diablo® series, in an account that examines the studio’s creative forces as reflected by more than 700 pieces of concept art, paintings and sketches. 25,000 first printing. Video game tie-in.

To celebrate Blizzard's 30th anniversary, a gorgeous retrospective on artistry at Blizzard and the impact the studio has left emblazoned on gaming history. For thirty years, Blizzard has been pushing boundaries and breaking expectations of what it means to draw for video games. Get a glimpse behind the curtain at how art has evolved at Blizzard and meet some of the artists who've shaped Blizzard's style and range to what it is today. Discover how art cross-pollinated amongst game teams and how grassroots movements from fans inspired some of Blizzard's most iconic artwork. With insights from more than fifty artists, animators, designers, and storytellers, this sweeping compendium is fans' ultimate keys to the kingdom of three decades in Blizzard artistry. Dig into the technical side of Blizzard polish--how light bounces around optimistic Overwatch scenes but seeps through the cracks in Diablo. Explore the development history behind your favorite games, including how Blizzard's fallen games helped produce some of the studio's most iconic heroes. Pore over never before seen images of the worldbuilding process, how levels and landscapes were born from post-it doodles and whiteboard sketches.

Starting with the announcement trailer in 2014, Overwatch's award-winning cinematics captured the hearts of millions across the world, introducing them to a hopeful science-fiction world where heroes are needed. Crafting these animated shorts required the Blizzard cinematics team to explore new ways of animated film making with a bold new art style, more frequent releases, and intimate collaboration with the game team. The Cinematic Art of Overwatch chronicles this journey, featuring never-before-seen art and anecdotes that illustrate how Overwatch's richly imagined characters and world were brought to life through cinematic storytelling.

The launch title of an epic action-adventure series set in Blizzard's popular World of Warcraft game franchise that features a young cast of characters discovering the mysteries and majesty of the world around them.

Choose your faction, pick your weapon, and prepare for an astonishing vision of the world of Azeroth like you've never seen before! Built by best-selling paper engineer Matthew Reinhardt, the World of Warcraft Pop- Up Book brings the most well-loved locations of Warcraft to life, from the classic faction hubs of Ogrimmar and Stormwind, to the battle-

scarred lands of Lordaeron and Teldrassil, and more! Each page unfolds into an eye-popping treat, depicting iconic locations with brand new art and interactive pieces. Unfold each individual spread to form a map of Azeroth!

It is a new beginning for Kratos. Living as a man, outside the shadow of the gods, he seeks solitude in the unfamiliar lands of Norse mythology. With new purpose and his son at his side, Kratos must fight for survival as powerful forces threaten to disrupt the new life he has created. The volume is an intimate chronicle of the years-long odyssey to bring Kratos and Atreus's beautiful and brutal world to life. Step into Midgard and explore beyond, as Dark Horse Books and Santa Monica Studio proudly present the quintessential companion to the enormously anticipated God of War. This is a document unlike any other that sets readers on an exhaustive behind-the-scenes journey to witness the creation of an epic of tremendous scale.

Enter the tavern, take your seat by the fire, and tuck into The Hearthstone Pop-Up Book, a celebration of Blizzard Entertainment's acclaimed collectible card game. Embark on an exhilarating journey into the world of Blizzard Entertainment's Hearthstone. Take your place alongside the nine major heroes, engage in a stunning arena battle, and enjoy a charming story told with the game's signature wit and whimsy. Unfold each page to reveal a spectacular central pop accompanied by booklets of smaller pops. The Hearthstone Pop-Up Book is a marvel of creativity and paper engineering—and a must-have for Hearthstone fans everywhere. About the game: Hearthstone® is a fast-paced digital strategy card game in which players sling spells, summon minions, and wield powerful weapons to do battle with their opponent. Featuring familiar characters from the Warcraft® universe, Hearthstone has won over legions of fans with its compelling gameplay and lively style.

A limited-edition compendium including never-before-seen concept art for new characters--from Doomfist to Echo! This volume showcases new content from summer 2017 onward, including the development process around fan-favorite heroes, environments, and cinematics. Beyond new content, this all-encompassing guide goes further, expanding on the construction of unique, event-driven game modes, NPC design, and more. Introduction text and a sneak peek at Overwatch 2, meticulously crafted with the Overwatch game team, complete this beautiful collection! Created in close collaboration with Blizzard Entertainment, who will be offering the standard hardcover edition.

This deluxe limited edition comes packaged in a beautiful clamshell box with magnetic closure and includes an acetate slipcover featuring the game's most popular hero, Tracer, as well as two portfolios containing a total of three prints chosen by the Overwatch team! Grab your copy before the World Cup of Overwatch at Blizzcon! Overwatch has taken the world by storm, boasting millions of players and gaining critical acclaim. Now, in this beautiful hardcover, Blizzard Entertainment reveals the creative process behind one of the most popular FPS games of all time! Filled with never-

before-seen art as well as commentary provided by the game's development team, this book is sure to please any Overwatch fan. - Deluxe limited edition comes packaged in a beautiful clamshell box with magnetic closure and includes an acetate slipcover featuring the game's most popular hero, Tracer. - Two portfolios containing a total of three prints chosen by the Overwatch team! - Introduction and commentary provided by the game's development team! - Essential companion to the international best-selling game Overwatch! - Overwatch is a global phenomenon with 30 million players! - Produced in close partnership with Blizzard - Overwatch creation revealed! - Behind-the-scenes look at your favorite characters! - Beautiful hard cover book filled with never-before-seen Overwatch artwork!

With never-before-seen concept art and accounts of the creative and technical process, this is the definitive visual gallery of how countless artists brought the world of Azeroth to life in incredible detail and motion.

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