

The Art Of Blizzard Entertainment Ediz Illustrata | ac7a88ab004dd72e9801b0dc65c864b3

EnchantedWorld of Warcraft ChronicleThe Hearthstone Pop-Up BookFORGING WORLDSIf I StayThe Art of Hearthstone: Year of the RavenThe Art of HearthstoneStarcraft: Ghost--NovaThe Art of World of WarcraftStarcraft: I, MengskThe Art of Hearthstone of the DragonThe Art of WarcraftDiablo III: Book of CainThe Cinematic Art of World of WarcraftOverwatch Coloring BookThe Art of Blizzard EntertainmentThe World of Warcraft Pop-Up BookTravelerWorld of Warcraft ChronicleDiablo III: Book of TyraelThe Art of Overwatch, Volume 2Overwatch: AnthologyDiablo III: Heroes Rise, Darkness FallsMoneyball (Movie Tie-in Edition) (Movie Tie-in Editions)Book of AdriaGhostbustersThe Art of Blizzard EntertainmentLost in WorkForging Worlds: Stories Behind the Art of Blizzard EntertainmentThe Cinematic Art of World of WarcraftBrutalCharacter Design Quarterly 11The Art of Crash Bandicoot: It's about TimeWORLD OF WARCRAFTWorld of Warcraft TributeThe Art of OverwatchThe Art of DiabloThe TexanistThe Art of OverwatchThe Cinematic Art of Starcraft

[Enchanted](#)

Choose your faction, pick your weapon, and prepare for an astonishing vision of the world of Azeroth like you've never seen it. Built by best-selling paper engineer Matthew Reinhardt, the World of Warcraft Pop-Up Book brings the most well-loved locations of World 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 the individual spread to form a map of Azeroth!

[World of Warcraft Chronicle](#)

A collection of terrifying tales based on the award-winning video game! A bold demon hunter risks becoming her own worst enemy while tracking down her sinister prey...A haunted barbarian returns to his shattered homeland to face a harrowing past...A lone warrior scourges evil from an ancient forest where the line between friend and foe has vanished...A gifted but impetuous wizard finds that great knowledge and power come with a price...A proud young witch doctor makes a chilling discovery that shakes his faith...

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desperate playwright embarks down a dark path of madness and depravity in his quest for fame...An unscrupulous wagon driver that his sole passenger is harboring a terrifying secret... These are stories from the world of Sanctuary, a land of mystery and horror that serves as the backdrop for Blizzard Entertainment's award-winning Diablo video game series. Although these narratives focus on different characters and settings, they are bound together by the web of horror and suspense that is intrinsic to the Diablo series. In this gothic fantasy realm, terror is a constant. It comes in many forms, from grotesque horned demons to the deepest fears of our hearts and minds. Brace yourself for this collection of exciting and frightening tales that will keep you on the edge of your seat from start to finish.

[The Hearthstone Pop-Up Book](#)

A collection of Courtney's columns from the Texas Monthly, curing the curious, exorcizing bedevilment, and orienting the disoriented. Advising "on such things as: Is it wrong to wear your football team's jersey to church? When out at a dancehall, do you need to dance with the one that brung ya? Is it real Tex-Mex if it's served with a side of black beans? Can one have too many Texas-themed tattoos?"--Amazon.com.

[FORGING WORLDS](#)

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 imaginations 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 most creatively driven game developers. An epic volume of art and behind-the-scenes insights, The Art of Blizzard® celebrates the studio's creative 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 Greg Metzen, who've each played important roles in shaping Blizzard's game universes over the years.

[If I Stay](#)

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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. Consisting of hundreds of illustrations, this volume goes into detail about the Hearthstone team's artistic process for card art, boards, and other visual designs.

[The Art of Hearthstone: Year of the Raven](#)

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.

[The Art of Overwatch](#)

Complete your collection and dig deeper into the evolution of Overwatch with The Art of Overwatch Volume 2, your guide to the design, and creation of one of the most popular FPS games of all time! This gorgeous compendium showcases new content from summer 2017 onward, including the development process around fan-favorite heroes, environments, and cinematics. Beyond the content, this all-encompassing guide goes further, expanding on the construction of unique, event-driven game modes, NPC characters, and more. Don't miss this beautiful collection, meticulously crafted with the Overwatch game team! Includes: Introduction and concept art from the Overwatch game team Development story behind skins, events, and unique game modes Never-before-seen concept art characters from Doomfist to Echo Sneak peek at Overwatch 2 Also available in stunning Limited Edition from Dark Horse

[Starcraft: Ghost--Nova](#)

[The Art of World of Warcraft](#)

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

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[Starcraft: I. Mengsk](#)

The Year of the Raven reaches new heights on dark wings! With a few years under its collective belt, the Hearthstone team 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 animations, and all-new transmedia content. From the haunted lands of Gilneas in *The Witchwood* soaring to the laboratories of Outland's 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!

[The Art of Hearthstone: Year of the Dragon](#)

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

[The Art of Warcraft](#)

Character Design Quarterly is a creative, bright, and engaging magazine for artists, animators, illustrators and character designers at all levels.

[Diablo III: Book of Cain](#)

With no memory of the car accident itself, 17-year-old Mia must come to terms with never really knowing what happened on that winter's day that changed her life forever.

[The Cinematic Art of World of Warcraft](#)

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

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[Overwatch Coloring Book](#)

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 Art of Blizzard Entertainment](#)

A motley crew of singing villains. A ragtag team of adventurers. A conflict that could decide the fate of Azeroth itself. It's so exciting that Hearthstone's never looked so exciting! For the first time, Blizzard Entertainment's collectible card game told a completely new, continuous story across three expansions. The Art of Hearthstone, Volume V: Year of the Dragon shows hundreds of fantastical illustrations created by dozens of artists for the game's cards, cinematics, and concept art, as well as diving deep into the creative process and pipeline that made the Year of Dragon one of Hearthstone's most ambitious.

[The World of Warcraft Pop-Up Book](#)

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!

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Beautiful hard cover book filled with never-before-seen Overwatch artwork!

[Traveler](#)

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

[World of Warcraft Chronicle](#)

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 Warcraft with this striking third volume!

[Diablo III: Book of Tyrael](#)

Gaming fans have been waiting for this reprint of The Wrath of the Lich King, with cinematic art from World of Warcraft that offers a rare, behind-the-scenes look for collectors. Fans can experience Northrend's icy steppes and uncharted mountains through the imagination of the creative team behind this epic game.

[The Art of Overwatch, Volume 2](#)

To celebrate Blizzard's 30th anniversary, a gorgeous retrospective on artistry at Blizzard and the impact the studio has left on gaming history. For thirty years, Blizzard has been pushing boundaries and breaking expectations of what it means to draw for 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 art 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 compendium is fans' ultimate keys to the kingdom of three decades in Blizzard artistry. Dig into the technical side of Blizzard

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polish--how light bounces around optimistic Overwatch scenes but seeps through the cracks in Diablo. Explore the development behind your favorite games, including how Blizzard's fallen games helped produce some of the studio's most iconic heroes. You'll never before seen images of the worldbuilding process, how levels and landscapes were born from post-it doodles and white sketches.

[Overwatch: Anthology](#)

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.

[Diablo III: Heroes Rise, Darkness Falls](#)

BradyGames The Art of Warcraft features an inside look at the stunning art from the Warcraft series. Art from every stage of 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!

[Moneyball \(Movie Tie-in Edition\) \(Movie Tie-in Editions\)](#)

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

[Book of Adria](#)

"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 oil paintings, and sketches. With breathtaking images of Overwatch's characters, settings, and thrilling adventures, this coloring

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something for every Overwatch fan.

[Ghostbusters](#)

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

[The Art of Blizzard Entertainment](#)

The Crash Bandicoot(TM) series has remained a beloved staple of platform gaming ever since the first game's release in 1996. Crash Bandicoot(TM)4: It's About Time(TM) is a rich repository overflowing with interviews, quotes, observations and anecdotes, accompanied by a treasure trove of concept art detailing the characters and environments of the game. Gamers of every type cherish this all-encompassing look into the zany, wild and unpredictable world of Crash Bandicoot(TM) .

[Lost in Work](#)

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. 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 legions of fans with its compelling gameplay and lively style.

[Forging Worlds: Stories Behind the Art of Blizzard Entertainment](#)

Timed to the twentieth anniversary of the blockbuster Warcraft franchise, The Art of World of Warcraft celebrates the ground-breaking art of the complete series to date. In the ten years since its inception, World of Warcraft® has revolutionized the role-playing

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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 of Draenor, The Art of World of Warcraft will contain hundreds of drawings and concept art, forming the ultimate tribute to the gaming franchise.

[The Cinematic Art of World of Warcraft](#)

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 the 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 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 artwork depicting the angelic and demonic beings who wage constant war with one another.

[Brutal](#)

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

[Character Design Quarterly 11](#)

Sanctuary is home to some of the most dangerous creatures to pull themselves from the pits of hell. Tread lightly, and never underestimate the monsters with the Diablo Bestiary. A celebration of the corrupted beasts and grotesque enemies that players have slain across the franchise's history, this book is the perfect companion to guide you through the next layer of torment.

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[The Art of Crash Bandicoot: It's about Time](#)

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 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 the daughter of a child of one of the Old Families of the Terran Confederacy, but her life changed forever when a rebel militia murdered her father. 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.

[WORLD OF WARCRAFT](#)

The first monograph by the art director for leading video game company Blizzard Entertainment Brul'tal: The Art of Samwise Didier is a career-spanning art book that assembles the many artistic creations of world renowned artist Samwise Didier into one volume. Over 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 recognized by his legions of fans. Brul'tal: The Art of Samwise celebrates all the artistic creations of Samwise's imagination, including many never seen before from his personal archives. This book also contains selections of Samwise's favorite and most iconic images 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 the visual identity of the World of Warcraft, Hearthstone, and Diablo franchises.

[World of Warcraft Tribute](#)

Delve deeper into the dark fantasy world of the Diablo universe in this illustrated tome as a mortal angel reveals history and lore 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

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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 Tyrael and additional fragments of Cain's writings, all curated by Tyrael as he weaves together a complex and fascinating story for members of the Horadrim.

[The Art of Overwatch](#)

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, 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!

[The Art of Diablo](#)

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. Mengsk -- genius propagandist, tactician, and freedom fighter. A monstrous act of bloody violence sows the seeds of rebellion on Arcturus, but he is not the first Mengsk to rail against such oppression. Before Arcturus grew to manhood, his father, Angus, 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 survival of humanity, what will the future hold for the next generation?

[The Texanist](#)

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WHO YOU GONNA CALL? The Ghostbusters saga has been thrilling fans around the world for over three decades, from the original movies to the animated shows, comics, video games, toys, and other collectibles. For the first time, Ghostbusters: The Ultimate Visual History takes a comprehensive look at the entire franchise, telling the complete story behind the creation of a true pop culture phenomenon. Beginning with an in-depth look at the original film, Ghostbusters: The Ultimate Visual History delves into the art and design to showcase a wealth of never-before-seen concept art and photography that will take fans into the production of a true classic, featuring a large section on Ghostbusters II, the book brings together exclusive interviews with the key players from both films, including director Ivan Reitman; stars Dan Aykroyd, Ernie Hudson, and Sigourney Weaver; and producers Michael C. Gross and Harold Medjack. The book also explores the creation of The Real Ghostbusters and Extreme Ghostbusters animated shows, featuring exclusive interviews with the writers, animators, and voice artists, plus previously unseen sketches, animation cels, and other stunning behind-the-scenes photos. With additional sections on Ghostbusters comics, video games, merchandise, and fandom, Ghostbusters: The Ultimate Visual History is the last word on one of the most popular franchises of all time. ALSO INCLUDES INCREDIBLE SPECIAL ITEMS THAT WILL THRILL GHOSTBUSTERS FANS, INCLUDING: -Peter Venkman's business card -Sedgewick Hotel storyboard booklet -Rare concept art sketches of ghostbusting gadgets -Stay Puft Marshmallow Man package sticker -Production notes -A schematic of the temple miniature Ghostbusters TM & © 2015 Columbia Pictures Industries, Inc. All rights reserved.

[The Art of Overwatch](#)

[The Cinematic Art of Starcraft](#)

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 new artwork from fan favorites such as Peter Lee, Joseph Lacroix, and Alex Horley, this tome is sure to please all fans--casual or collector alike.

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