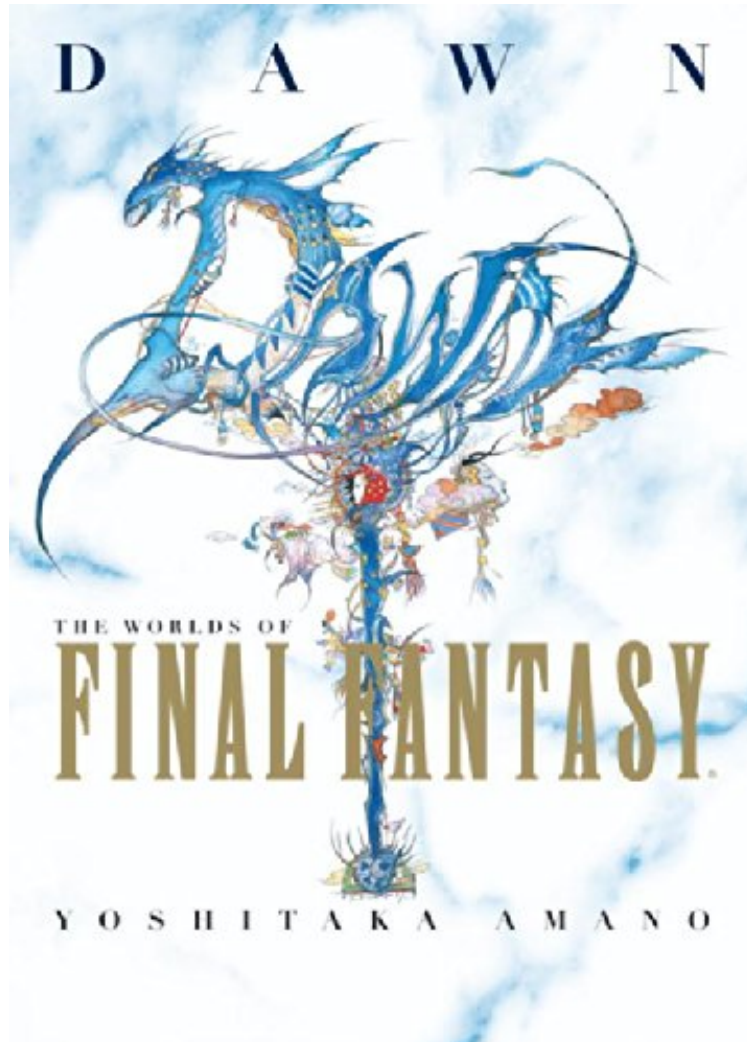


[Free read ebook] Dawn: The Worlds of Final Fantasy

Dawn: The Worlds of Final Fantasy

Yoshitaka Amano

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Yoshitaka Amano : Dawn: The Worlds of Final Fantasy before purchasing it in order to gage whether or not it would be worth my time, and all praised Dawn: The Worlds of Final Fantasy:

33 of 34 people found the following review helpful. Nice character design book in the style of Yoshitaka Amano By Parka[[VIDEOID:mo2ZBO7YIO67AWI]] Dawn: The Worlds of Final Fantasy contains the development sketches of the first four Final Fantasy games, I to IV. All the characters in this book are foreign to me since my first acquaintance with the game was Final Fantasy VII. All with the exception of the monsters and summons which are also used in later series. An index of titles is provided to identify the characters. This is a character design book. Right at the start are a few foldout pages that unfold into larger illustrations. Most of the illustrations are done in pencil and watercolour. The designs are filled with detail although they are really sketches with furry pencil lines. A few black and white designs

towards the end of the book. If you've played the games before, you'll see familiar characters like Cecil Harvey, Rosa Farrell and Cid, just to name a few. There are of course lots of creatures -- high level ones -- like dragons, Leviathan, Ifrit, Odin, Bahamut, Chocobo, etc. It's interesting to see how the designs of these traditional legendary creatures have evolved since the first game, which was released in dot matrix. I'm really glad to see that Chocobo is now cuter in the later versions (original Chocobo in the pictures below). There are no game screenshots or highly polished splash pages in this book. All are concept art by Yoshitaka Amano. This book is recommended to character designers and game artists with reservations. Whether you like the book will depend on how much you like the style of Yoshitaka Amano. There are more pictures of the book on my blog. Just visit my profile for the link. 0 of 0 people found the following review helpful. Otherwise a beautiful collection of Amano's work on the Final Fantasy series. By Joseph I had to knock off a star for this purchase as the book arrived with some scuffing on the outside. Otherwise a beautiful collection of Amano's work on the Final Fantasy series. Whether you are a fan of the games or just a fan of Amano this book is definitely worth taking a look at. Book arrived quickly and well-packaged. I would definitely recommend. 0 of 0 people found the following review helpful. Breathtaking for any art-lovers, but doesn't directly relate to the series too much. By garie I'm a huge fan of Amano. Even if he had no relation to the Final Fantasy franchise, I'd still be in love. I recommend this to any fan of art or illustration. Anyone buying this to just to see Final Fantasy concept art will, unfortunately, be disappointed. These are fresher, more raw conceptual illustrations that don't always directly tie in directly with the games. I don't mind this, but others might.

There is only one Final Fantasy. Through more than a dozen wildly diverse adventures, from the release of the first game in 1987 to the most recent expansion on the story, the international influence of the game is legendary both inside the video-game industry and throughout popular culture. It is a tale of bold heroes and heroines, breathtaking landscapes and terrifying creatures. Through Final Fantasy, names like Luneth, Refia, Rosa Farrell, Cecil Harvey, and many others have become household names to millions of players across the globe. With two feature films, a host of action figures and apparel, posters, soundtracks, and more, the vast landscape, defined by the Final Fantasy storylines have all begun with the games, and for the first six games those worlds grew from the remarkable vision of one man: Yoshitaka Amano. Now, for the first time outside Japan, Amano and Square Enix, Inc. have permitted the artwork that inspired the designs of the Final Fantasy games to be published. In Dawn you will see the development of the first four games through Amano's paintings, detailed line art, and preliminary sketches. Plus, in a special afterward, you'll learn the genesis of this history-making collaboration.