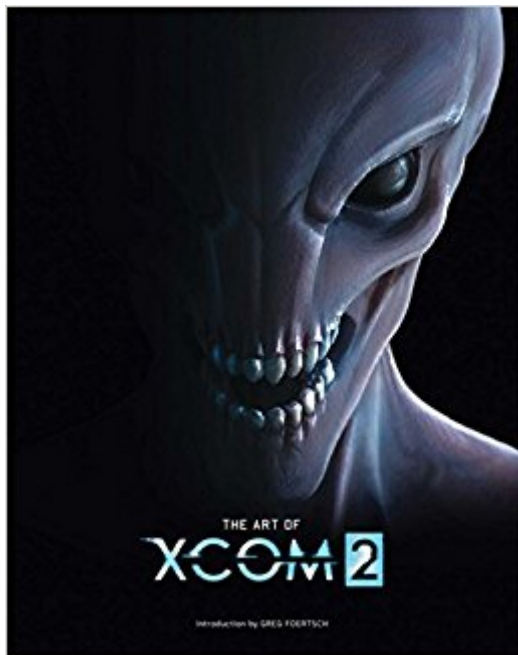


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# The Art Of XCOM 2



## Synopsis

From the developer behind the Civilization series, XCOM is an award-winning, deeply engrossing strategy game. With the Earth under attack by a super-advanced alien race, players command an elite paramilitary organization called XCOM to repel the extraterrestrial offensive and defend humanity. In *The Art of XCOM*, readers get a behind-the-scenes look at the incredible concept art created for the series and hear from key developers and artists about the challenges, secrets, and rewards of creating this landmark series.

## Book Information

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## Customer Reviews

Insight Editions is a publisher focused on creating superlative illustrated books on photography, music, and popular culture. Lavishly produced and visually stimulating, every volume from Insight is dedicated to the skillful interplay of word and image. The books produced are unique works that combine the highest quality print production values with the time-honored traditions of publishing and rich subject matter. Elegant and informative, books from Insight showcase the best of art and photography in exquisite presentations of the bookmaker's craft. They are based in San Rafael, CA.

Amazing insight into the process and art of XCOM! I Collect video game art books and this is one of the best ive seen. This book contains many sketches and high resolution digital artwork images and gives info from the artist and devs on the thought process off design. As an added bonus this book

is insanely cheap price for the high quality you get. I would highly recommend.

Not as comprehensive as I would have liked. Some items (like enemies) only have half a page of concept art, while maps and scenery can take up entire pages. Just not "wowed" by it.

Fans of the game should appreciate this artbook although I feel that the designs did not really push the boundaries when it comes to sci-fi concept art. The 192-page hardcover is split into several chapters and covers the previsualization, environments, aliens, ADVENT and XCOM. In a world controlled by aliens, the new cities are now being designed with a rather sterile, clinical look, much to the vision of the aliens no doubt. Too much order, too clean. Luckily, there are still the shanty and small town environments to make things visually more interesting. It's quite a contrast when you compare the cities with abandoned towns with signs of life that have lived there. Design of the alien facilities look different too, and quite unexpectedly have more curves versus the blocky city style. Character designs of the aliens and enemies are nice, detailed and come with sketches too. The Advent also look cool, stylish and futuristic. There are also vehicle designs, spacecrafts, troop transport, cars, and other props, e.g. weapons and interior designs. Overall, the quality of the art is definitely top notch. However when it comes to the concepts, the ideas behind, I feel that the game studio is playing it too safe. The art feels so familiar, like I've seen them before. The art feels like they could come from Mass Effect. Yes, there are differences such as the ADVENT troopers and mechs being more sleek looking, but to me, the art direction quite similar to Mass Effect. That's just what I felt. So yeah, it's still a good artbook but it could have been better if the game studios are more daring which unfortunately is not the case as nowadays it's all about making safe games that can make money. (See more pictures of the book on my blog. Just visit my [profile](#) for the link.)

My son really loves XCOM 2 game, so he is very much into everything about XCOM 2. The book itself is in very high quality print, the graphics are very fine and high quality. My son loves this book.

Only gripe I have is the glue from the binding seeped out and essentially glued the pages together!..

Cool looking arts from game, monsters, weapons, maps, etc. All is great, thanks!

Amazing book for XCOM 2 fans.

The book is BEAUTIFUL. I love it! Well worth the price. Sadly it did arrive damaged.

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