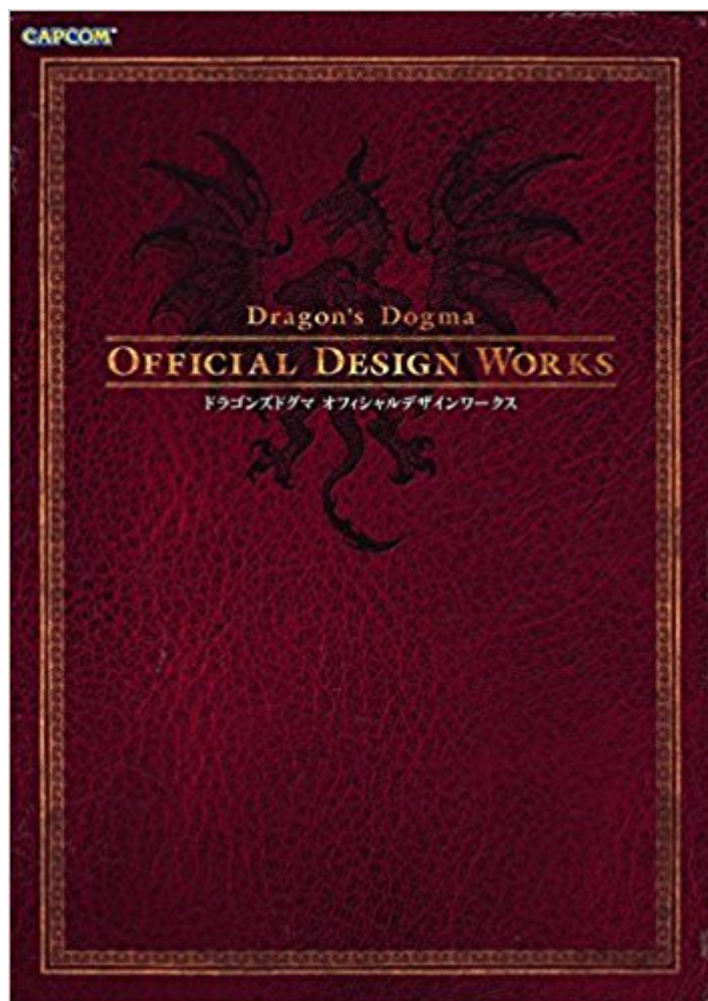


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Dragon's Dogma: Official Design Works



Synopsis

Dragon's Dogma is one of the newest franchises from fan-favorite game publisher Capcom, set in a rich world full of dangerous monsters and classic action-RPG style adventure. Dragon's Dogma: Official Design Works collects the development artwork behind this expansive new setting, including character, creature, and weapon designs, plus rough sketches, key visuals, and plenty of creator commentary.

Book Information

Paperback: 312 pages

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Average Customer Review: 4.8 out of 5 stars 13 customer reviews

Best Sellers Rank: #400,283 in Books (See Top 100 in Books) #137 in [Books > Arts &](#)

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Customer Reviews

I really feel that Dragon's Dogma never got the attention it deserved. I thoroughly enjoyed playing this game - and I fell in love with many of the stylistic choices that went into creating the in-game world. As far as art books for games go -- this one is pretty thorough. It's exactly what I want from an art book. It has great depth of detail. There's plenty of alternate looks, and the reader is walked through various character evolutions. Sure, I enjoy page after page of gorgeous screen-captures, but this book goes well beyond that & gives the reader some insight into the design team's aesthetic. My only complaint is that this wasn't offered in the US in a hardcover edition.

I've been dying to get my hands on a copy of this book for over a year and it was well worth the wait. Every page is chock full of detail and there are so many sketches that scream cosplay fodder (if you're into that sort of thing. :)) I was pleasantly surprised by the chapter on the weapons. The weapon renders are presented from every angle and really made me appreciate the work that went into designing each piece. Another win was the numerous comments from the artists and directors,

many of which add to the lore and backstories of the game's world and characters that couldn't be fully explored in the game for time or difficulty reasons. I absolutely love this book and will probably wear the spine out before too long! My only problem with the book is that it is also full of spoilers, so if you're like me and are taking your time to complete the game read this book with caution! (To be fair, I should have seen that this coming, so the spoiling is completely my fault. I just want to make sure others do not share my fate!)

I bought this after skimming the youtube demonstration. There are behind-the-scenes notes and developer comments throughout. I loved the game and I really like this book.

An awesome and surprisingly thorough look at the labor and love that went into designing one of the best underrated games of the 7th gen. Would definitely recommend to hardcore Dragon's Dogma fans, Capcom aficionados, and amateur game designers.

This artbook is a beautiful collection for anyone to have, especially if you've invested some time in the game. The book showcases many early concept art as well as character portraits and their alternative costumes during early design. Many pictures in the book also have quite a few artist commentary on the choices they made while designing a level, monster, or character. Architectural buildings show some of the blueprints and functions also! Did I mention that just about all weapons, staves, and shields are laid out nicely towards the end? The whole book ends at 311 pages using stiff paper and a softcover but highlights many high quality images. One thing to notice is that the art of characters really bring them alive as to how some characters can be stiff in the game due to limitations. I can only imagine how the sequel will be!

Beautiful Coffee Table book for our new home. I will enjoy the game and the book with a warm cup of cocoa for Christmas.

If you're a fan of the game, you'll love this art and concept book. I do. Even if you just like fantasy, YOU'LL LOVE THIS BOOK!

Ordered as a gift. Wonderful book.

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