

Fate/Complete Material Volume 2: Character Material

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#74180 in Books Moon Type 2017-03-07 Original language: English 11.60 x .90 x 8.10l, .0 #File Name: 1772940135256 pages Fate Complete Material Volume 2 Character Material | File size: 39.Mb

Type Moon : Fate/Complete Material Volume 2: Character Material before purchasing it in order to gauge whether or not it would be worth my time, and all praised Fate/Complete Material Volume 2: Character Material:

7 of 7 people found the following review helpful. Unlimited Character Works By arcticmetal I'm very impressed with this artbook. It's a pretty weighty tome, clocking in at 254 pages, and it's split into three sections: Characters, Weapons, and Rough Drafts. The Characters section contains what seems to be every single sprite art / character standing pose in the original Fate/Stay Night VN alongside interviews with Kinoko Nasu (writer/creator of F/SN) and Takashi Takeuchi (character designer) that go into the design philosophy for each character, as well as the inspiration for them, and lots of trivia about them. It covers everything from Saber to Kaede Makidera, and the interviews with Nasu and Takeuchi have a nice conversational tone which still give a ton of insight into what they were thinking when

they made each character. The Weapons section details every single weapon that shows up in the Weapons screen in the game, with the addition of Archer's bow and the Overedge. Each weapon has a little blurb, basically reiterating what was in that Weapon screen but also most of the time adding a new paragraph or two of information. The Rough Draft section is all over the place (in a good way). It contains Character drafts, Weapon drafts, Event drafts, Promotional Material drafts, and even the Tarot Card drafts! The character drafts show the 'first draft' version of a lot of characters, some of which changed pretty dramatically. There's not a lot of new commentary from Takeuchi in this section, but that's probably because of just how much was covered in the first Character section. It even has a few drafts of characters that never got official character sprites but were mentioned in the VN. The weapon draft section is fairly short, but it contains commentary on most of the weapon designs featured by Hirokazu Koyama, the weapon artist for Fate. The drafts for all seven Tarot Cards are featured with commentary from Chihiro Aikura, who designed them. There are a bunch of rough drafts for Event CGs with some commentary from Takeuchi, as well as CGs that never made it into the game. Finally, there are a couple of pages of rough drafts for promotional material, again with commentary from Takeuchi. Overall there is a ton of content here, and it was very interesting to see the thought processes of all the creators. If you're a Fate fan this book deserves a place on your bookshelf. 1 of 1 people found the following review helpful. Excellent Translation and Art - a bit lacking on substance. By Kalean The English translation is excellently done, and of course the art is fantastic as well. Good for die-hard fans. There's a little bit extra about all the weapons and characters compared to any other material out there, but it's mostly on the thoughts going through the designer's head. Those hoping for extra detail about the mechanics or statistics of Noble Phantasms will be disappointed, but those just looking to hear a relaxed question and answer about the thoughts behind everything will be pleased. Certainly more information than your average artbook. 1 of 1 people found the following review helpful. ... "Nasuverse" as a whole then this book is a great addition. It's filled with unreleased sketches of all ... By Pen Name If you're a fan of the "Nasuverse" as a whole then this book is a great addition. It's filled with unreleased sketches of all the characters in the VN as well as comments from the creators themselves!

The Fate franchise has grown from a popular visual novel into multiple anime manga series, video games, and more. Fate/Complete Material Volume 2 collects the character artwork of the original games, including character designs, profiles, rough sketches, weapons, and plenty of creator commentary and interviews.