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Half-Life 2: Raising the Bar

David Hodgson

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David Hodgson : Half-Life 2: Raising the Bar before purchasing it in order to gage whether or not it would be worth my time, and all praised Half-Life 2: Raising the Bar:

Unprecedented access behind Half-Life and Half-Life 2 A forward by Valve founder Gabe Newell Hundreds of art, design, preproduction, and other art pieces crammed into the book Over a dozen key members of Valve's staff interviewed Officially approved by Valve Behind City 17 and other locations The development of the Source engine A rogue's gallery of beasts, characters, and monstrosities Key weapons development revelations A tour of many of the game's locations, from inception to completion Filled with art, screens, and anecdotes from the Valve team