

[Free] Halo Warfleet

Halo Warfleet

343 Industries

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#8089 in Books 2017-09-05 2017-09-05Original language:EnglishPDF # 1 353.31 x .57 x 10.70l, #File Name: 168119663896 pages | File size: 24.Mb

343 Industries : Halo Warfleet before purchasing it in order to gage whether or not it would be worth my time, and all praised Halo Warfleet:

0 of 0 people found the following review helpful. Not what I expected.By LeoCronisThe book itself looks nice but it disappointed me. Some of the art work are just 3-D models with no details of the insides (AS WHAT A CROSS-SECTION SHOULD BE) and much of the time was just text fillers of things one should already know. Yes, certain vehicles already have certain components that make that certain vehicle be that vehicle and nothing else. No need to emphasis what a the command centre does when one already knows what it does.0 of 0 people found the following review helpful. Good addition for Halo fansBy Steven O'KeefeA good item for Halo fans. I would have liked more details on the vehicles you pilot in-game. But on the whole I appreciate the details and world-building found in the book. Worth the price.0 of 0 people found the following review helpful. Great book, although it doesn't bring back the childhood ...By PiersGreat book, although it doesn't bring back the childhood nostalgia of the Star Wars versions. This

book feels a little more lacking in detail for me. Definitely happy with my purchase though.

Halo: Warfleet is the official, authoritative guide to spacecraft in the Halo universe, featuring ten intricately detailed full-color cross-sections of the franchise's most renowned ships--including the Pillar of Autumn, Truth and Reconciliation, Infinity, and Shadow of Intent. Discover encyclopedic information which reveals the secrets of Covenant, UNSC, and Forerunner weapons, sensors, fighters, planets, and more! Illustrated by renowned artists Hans Jenssen, John R. Mullaney, Isaac Hannaford, Darren Bacon, Shi Kai Wang, Glenn Israel, and Jay Prochaska. Additional artwork by Carlos Naranjo and Tyler Jeffers. Foreword by Frank O'Connor, Halo Franchise Creative Director. Cover art by Sparth, Art Director for Halo 5: Guardians. Written by Kenneth Peters, Halo Franchise Writer.

About the Author
About the Halo Franchise: Exclusively published by Microsoft Studios and developed by 343 Industries, the Halo franchise is an award-winning collection of properties, more than \$5 billion in worldwide sales to date, that has transcended video games and grown into a global entertainment phenomenon. Beginning with the original Halo: Combat Evolved (2001) to the record-breaking launch of Halo 5: Guardians (2015), the critically acclaimed and record-shattering series of games has reinvented how people think about video games and has since built a fan base of millions worldwide and inspired multiple New York Times best-selling novels, a live-action digital series, comic books, action figures, apparel and more. The Halo franchise of games have sold more than 70 million copies worldwide, driving nearly more than 6 billion hours of gameplay by fans connected to Xbox Live. **About 343 Industries:** 343 Industries is the developer of the blockbuster Halo series of video games and, as part of Microsoft Studios, oversees the Halo franchise, including games, original programming, novels, comics, licensed collectibles, apparel and more. **About the Illustrators:** Hans Jenssen was born in Copenhagen and currently resides in Devon, England, with his partner, son, and various other mammals, poultry, and fish. In the intervening time, he learned to draw and paint with an obsessive attention to detail which clearly shows in a body of work which includes everything from cutting edge green technology to a certain well-known far away galaxy and most recently the HALO universe. He is an enthusiastic eater, drinker, and glider pilot but rarely does all three at the same time. Back in 1999, John R. Mullaney had just returned from a summer working in Teletubbyland's art department when the phone rang inviting him to contribute additional artworks to Lucasbooks' Star Wars Incredible Cutaways series. A longtime fan of Hans Jenssen and Richard Chasemore's work in these books, John couldn't have been happier to oblige and contributed several pieces to the series. Since then he has been lucky enough to indulge his love of science-fiction cinema by producing studio-licensed cutaway art for franchises such as Alien, Firefly/Serenity, and Batman. He lives in Reading with his wife and two sons, who sometimes tolerate his loud music and bad puns.