

(Free) The Art of 5TH Cell

## The Art of 5TH Cell

*Edison Yan, Joe Tringali*

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#2079829 in Books 2014-10-28Original language:EnglishPDF # 1 11.20 x .50 x 8.10l, .0 #File Name: 192792524X168 pages | File size: 75.Mb

**Edison Yan, Joe Tringali : The Art of 5TH Cell** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Art of 5TH Cell:

0 of 0 people found the following review helpful. For 5th Cell fansBy Parka[[VIDEOID:3c69c7dc6d14b467a64872f6e7192ce]]This is the artbook for the video game developer 5th Cell that was founded in 2003. The company is probably known more for their Scribblenauts series that came out in 2009.While the company has been around for a long time and has developed many game titles, not all of them have featured artworks in this book.The game titles with art featured, in the order as they appear in the book, areScribblenauts (2009)Scribblenauts Unlimited (2012)Scribblenauts Remix (2011)Lock's Quest (2008)Drawn to Life (2007)Hybrid (2007)Run Roo Run (2012)The highlight for me would be the cartoon comic-like Scribblenauts art. I like the stylized designs of the characters and environment, drawn in a simple manner but well designed and looks great. The cute

designs boil down to really simple forms, and character designs with little dots on their joints for animation. They are lovely looking. There are also several full coloured splash art pages with their line art versions. The book then moves on, or jumps back in time, to the more serious looking Lock's Quest with the character designs, background art and several pages of promotional comic. Then it's Drawn to Life with the even cuter character designs, props, storyboards, the game areas and beautiful maps. That is followed by the dead serious looking sci-fi shooter game Hybrid. After the bright and cheery colours from the earlier games, this section definitely feels a bit cold with the darker colours, paladin, weapons and sci-fi environment art. While the armoured suits look awesome, I feel that the simpler cartoon artworks of Scribblenauts are much more memorable. Next is the iOS game Run Roo Run. It's cool that 5th Cell is the company that do create both cute as well as serious looking games. The last few pages are sketches from artist Edison Yan, followed by the list of all 5th Cell original games from 2004 onwards, again strangely not arranged chronological order. Overall, it's a wonderful retrospective video game artbook for the fans. However, it's a bit confusing with the cute-serious-cute-serious-cute arrangement of the titles.

0 of 0 people found the following review helpful. Just what I wanted  
By cheylouwho I preordered this book as soon as I heard it was coming out. As a long time 5th cell fan, the book was a real treat to look through. Beautiful artwork and designs for all 4 games featured, especially in the Drawn to Life section. Was a bit disappointed with how small the Lock's Quest chapter was, but otherwise amazing! Good for any fan of these games.

0 of 0 people found the following review helpful. Great Look "Behind the Scenes"  
By Bassocantor THE ART OF 5TH CELL is a fun, unique book, showing the vision of 5th Cell artwork, as it was created to enhance the video games. The authors explain their philosophy in melding story line and drawing--they want to use the visuals to enhance the game experience. So, They "draw and draw until the art is a perfect fit for the world we are creating." There are five major sections of this book: Scribblenauts, Lock's Quest, Drawn to life, Hybrid, Run Roo Run. There are also two other additional chapters: Edison Yan Sketchbook and 5th Cell Original Games. Additionally, there is a promotional comic included in the chapter on Locks Quest. One of the more fascinating, early chapters is simply called "People." In this you see a wide selection of (mostly) familiar creatures, such as Warrior, God, DJ, and Fairy Godmother. I found the second chapter, on "Locks Quest" quite a bit more interesting than the first chapter. The artwork seems to be far more complex and intricate. Each chapter contains art that is generally more detailed than the prior chapter(s). For example, The "Hybrid" chapter is more complex than the prior two chapters. Accordingly, there are four pages of sketches of the Paladins, and sketches of complex head gear. Similarly, there are several pages of sketches on "Variants." The section called "Environments" has got a lot of very fascinating, very colorful art work

All in all, THE ART OF 5TH CELL is an entertaining, colorful look "behind-the-scenes" at the artwork designed for the 5th Cell video games. Be sure to read this book on a color display; otherwise you will miss out on the intensity of the artwork.

A Review by Chris Lawson Note: I do not know the author of this book, and no one requested I write a positive review. Heck, I didn't even get a free video game! Review copy courtesy of NetGalley

The award-winning video games of 5TH Cell have captivated gamers with their innovative mechanics and unique visuals. Whether it's the endless freedom of Scribblenauts, the exciting battles of Lock's Quest, or the joy of creating your own game world in Drawn to Life, every 5TH Cell game is an engaging new experience. Now the wonderful artwork behind these digital worlds has been collected in The Art of 5TH Cell. Inside you'll find character designs, rough sketches, rare promotional art, creator interviews, and more!