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## The Art of Alien: Isolation

*Andy McVittie*

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**Andy McVittie : The Art of Alien: Isolation** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Art of Alien: Isolation:

20 of 20 people found the following review helpful. Perfect Companion to the Game By Peter Haight This is the perfect book to accompany the game. If you don't have the game yet or are just a fan of the series, it's still a nice companion piece. For starters, this is a huge coffee table book. It's thick and beautifully bound, and has a nice slipcase. It details some of the hard work Creative Assembly have put in to ensure Alien: Isolation was nothing short of a genuine Alien experience. The book is broken down into chapters, each detailing different aspects of the game, from character design, to environmental models, to storyboards and beyond. It is lavishly illustrated and the pictures all have equally descriptive accompanying text. Be aware that the later half of the book will contain spoilers towards the game's plot, so if you want to keep it a surprise, try to avoid it. (Hint: Starts around the Xenomorph chapter.) I pre-ordered this back in March and I wasn't sure what I was expecting, but like the game itself this book blew me away. I could physically see CA's attention to detail in the short gameplay clips they shared with the gaming world, and in their screenshots, but the art book allowed for an elevated sense of appreciation and respect. From a studio whose best-known works are real-time strategy games like Total War, Alien: Isolation is an innovative, standout title that will be spoken of for years to come, and this book gives a lot of insight to how the team molded it to be that way. 51 of 52 people found the following review helpful. Amazing artbook By Parka[[VIDEOID:mo1T2S7VVEXR43H]] Alien: Isolation is a breath of fresh air among the video games that nowadays depend on more gore and grotesque creatures to up the shock and horror. If you want grotesque creature designs, go for the Resident Evil artbooks. This game is designed more towards Ridley Scott's Alien which uses the-less-you-see-the-more-frightening-it-is concept. It works very well in the movie, in this game and even in this artbook. If you don't already know, there's only one alien in the game, which means in this artbook, the bulk of the concept art on the characters, weapons, spaceships, interior design and environment. I love the style of the character designs. They are drawn in anime style with thin outlines and simple shading but are based on real human proportions of course. There are lots of character designs and iterations. The cool part for me are the 3D

models based off the crew from the original Alien movie. It's really nostalgic. Not only that, it's quite amazing to see them back. The spaceship designs are really beautiful. The high resolution 3D renders are just gorgeous to look at. There are the textured versions as well as simple grey monotone renders. The details are amazing. There are a few ships and they are rendered from different angles, some with the blueprints provided. What's weird though is there are wireframes for Nostromo but it's not actually rendered. The same level of intricate detail is used for Sevastopol space station and all the interiors. By the way, the designs are all inspired by the original Alien movie. Creative Assembly managed to get the production art from the movie studio and expanded on the source materials to include new locations, equipment, costumes and the characters. The result is a coherent design that's consistent with the original movie. It's really well executed. The environment art are beautiful. For some reason, it does feel scary looking at them, especially when they are empty and devoid of people. You can almost feel the stillness. And finally, spoiler alert, the alien Xenomorph reveals itself. The concept art pencil sketches are marvelous and the alien looks great. There's also art for the alien hive. The last few pages are the storyboards. Throughout the book, there's a generous amount of commentary alongside all the artworks that really give insight to what the designers are trying to achieve. Overall, the art direction is brilliant. To say that about this game is to say the same for the original movie. The game really nailed the mood and vibe of the movie. This is an excellent video game artbook and companion to the game. Highly recommended to the fans. Those who love mechanical or sci-fi architecture would also love the book.

0 of 0 people found the following review helpful. The Cold Vacuum of Space By NiTE Owl The top reviewers video provides an excellent glimpse into this Alien: Isolation tie-in release. All I can add, as it is a bit blurry in their video, is that the book is separated into six chapters (see below), each offering a magnificently detailed look at the artistic effort expended in creating one of these video games. I'm an older retired guy who saw Ridley Scott's Alien at the theaters back in 1979, and has been fascinated with the franchise ever since. Today, my gaming tastes run more at the speed of Age of Empires on my computer, so I'll probably never play this Xbox/Playstation game. This didn't make the time spent with this book any less enjoyable. Now, as they have done with so many other video game releases, I wish they would contract an author like Tim Lebbon to fictionally novelize this Amanda Ripley tale.

007 CH000 / Foreward by Jude Bond // Lead Artist  
008 CH001 / Characters  
036 CH002 / Weapons Equipment  
052 CH003 / The Cold Vacuum of Space  
076 CH004 / The Sevastopol Station  
134 CH005 / The Xenomorph  
160 CH006 / Storyboards

The Art of ALIEN: ISOLATION is a high-end art book featuring over 300 images from the latest game in the critically and commercially acclaimed Alien franchise. Taking players back to the survival horror atmosphere of the first film, ALIEN: ISOLATION features Amanda Ripley as the hero trying to survive on a decommissioned space station. The Art of ALIEN: ISOLATION is the ultimate gallery of the eagerly anticipated game, featuring extensive concept and development art, and creator and artist commentary throughout.

"The design of this expansion is intricately explored in the book as well. With just enough reading to deliver the insight you need to understand the what went into the game, the rest of the book is saturated with beautiful pictures to take you through the journey." - Dont Forget A Towel "Jaw-dropping." - Midroad Movie "Not only is it a beautiful look behind the scenes, it's also a nice breakdown and walkthrough of different techniques and elements that were mixed into the movie-inspired madness." - Midroad Movie "Filled to the brim with slick character art, concept renderings of weapons and vehicles, ominous sketches and incredibly detailed re-creations from iconic scenes from the classic film" - Hey Poor Player "The concept art does a fine job of showing the changes in design the team went through." - Destructoid

About the Author Andy McVittie has worked in the video games industry for more than twenty years. The Art of Isolation represents a pinnacle in a career that encompasses magazines such as Mean Machines, Nintendo Official Magazine and PlayStation Plus, and a client roster that includes Yahoo!, Turner Broadcasting and Microsoft.