



Game Art: Art from 40 Video Games and Interviews with Their Creators

Matt Sainsbury

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Game Art is a collection of breathtaking art from 40 video games and interviews with their creators. Featuring major studios like Square Enix, Bioware, and Ubisoft as well as independents like Tale of Tales and E-Line Media, *Game Art* explores and celebrates the creative process that turns a video game into art.

Art from: Akaneiro: Demon Hunters • Alice: Madness Returns • American McGee's Alice • Atelier Escha & Logy • Atelier Meruru • Atelier Rorona • Atelier Shallie • Atelier Totori • Bientôt l'été • Bladestorm: Nightmare • Child of Light • Contrast • D4: Dark Dreams Don't Die • Dead or Alive 5 • Deception IV • Dragon Age: Inquisition • Dynasty Warriors • escapeVektor • Fairy Fencer F • Fatal Frame II • Final Fantasy XIV: A Realm Reborn • flowmo • Gamebook Adventures • The Graveyard • Hyperdimension Neptunia • KILLER IS DEAD • LOLLIPOP CHAINSAW • Luxuria Superbia • Malevolence: The Sword of AhkranoX • Monster Monpiece • NaissanceE • Never Alone • Ninja Gaiden 3 • The Path • Samurai Warriors • Shadows of the DAMNED • Sorcery Saga: Curse of the Great Curry God • Spirit Hunters Inc • Sunset • Tengami

Interviews with: Peter Budziszewski and Tamara Schembri • Amy Fredeen and Alan Gershenfeld • Auriea Harvey and Michaël Samyn • Yosuke Hayashi • Keisuke Kikuchi • Makoto Kitano • Mike Laidlaw • American McGee • Naoko Mizuno and Tsunako • Alex Norton • Yoshito Okamura • Jean-François Poirier • Guillaume Provost • Neil Rennison • Jennifer Schneider • Mavros Sedeño • SUDA51 • Hidetaka Suehiro • Akihiro Suzuki and Hisashi Koinuma • Nic Watt • Naoki Yoshida

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