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The Art Of Mirror's Edge: Catalyst



Synopsis

Take a behind-the-scenes journey into the richly detailed yet minimalist totalitarian futuristic universe of Mirror's Edge™ Catalyst with this oversized hardcover art book! Each glossy page is jam-packed with never before seen art, commentary, and insight from the creators of the game! See the concepts behind Faith and her world take shape! From freerunning up the tallest skyscrapers to delving into the secrets of the Mirror's Edge world, both fans and newcomers alike won't want to miss this beautiful art book experience! The Art of Mirror's Edge Catalyst will be released by Dark Horse simultaneously with the game.

Book Information

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Average Customer Review: 4.9 out of 5 stars See all reviews (10 customer reviews)

Best Sellers Rank: #249,463 in Books (See Top 100 in Books) #74 in Books > Arts & Photography > Other Media > Video Games #94 in Books > Arts & Photography > Other Media > Digital #671 in Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games

Customer Reviews

I remember there wasn't any artbook for the first game so it's great there's one for the second game. The Art of Mirror's Edge: Catalyst is 200-page hardcover concept art book that features mostly character and environment art. If you like the environment, you'll be glad to know that the book shows you a good amount of visual development work that goes behind conceptualising the city. The amount of detail in the design and models look great. As for the feeling, everything appears very high key, very bright, airy, dreamy with the occasional glow. Because of that, it also makes the city look almost too clean which is actually in line with the city of Glass in the game. I like how the sleek and modern the buildings look. There are a couple of more outlandish designs but overall it's not too drastically different from real life cities. The rooftops in the games are much cleaner though. Where do all those people hide their air-conditioning units? There are character designs for the main characters. Faith of course has more pages showing us the different types of clothes,

shoes, gloves designs before the final chosen one. Other characters usually have one or two pages, such as Noah, Icarus, Nomad, Rebecca, Dogen, Birdman, Plastic. There are more pages on the enforcers from KrugerSec and the main antagonists. You can see they get a lot of inspiration from military and tactical uniforms and gear. There are a handful of storyboards and action scenes to prevent the book from feeling too static but I think there could be more. The occasional captions talk about the designs but they are usually just one paragraph. The other text would be the lengthy chapter openings. Generally speaking, there's not a lot of text, so don't worry about story spoilers. Overall a good game art companion. Fans should enjoy it, as well as those who like cityscapes environment art. (See more pictures of the book on my blog. Just visit my profile for the link.)

I think the best summary to how I feel about this book is that I'm very happy to own it even though I don't have the game. I played the first Mirror's Edge, and I enjoyed it. It wasn't a landmark game in the mechanics department, but I vividly remember being struck by the art style. It was cold and monotone for the most part, but streaked through with bold color choices. The visual language was simple but very effective. I picked up the art book for Mirror's Edge: Catalyst hoping to see an evolution of that art style, and that's exactly what I found. This book makes me want to play the game, and that's a testament to how much great work it contains. The book covers all aspects of the game design, from character creation to world building. You get a real sense of the intelligence that the designers used. As an example, there's a section just focused on the footwear for the main character. That may seem a bit much, but keep in mind this game is centered around a parkour runner who ultimately tries to avoid combat and just keep moving. In that context, the shoes she wears would be a big part of the character and it's that type of thinking that permeates the book. A very enjoyable book for fans of the game or those are simply fans of good artwork and design.

I'm a fan of art books in general, and this one is exceptional. I love how the chapters are broken up into different categories, from costume design, to environments, etc. If you enjoy art books, this one is a real treasure.

Amazing artbook with great design.

Beautiful book. Specially if you're an architect or building enthusiast, you'll love its section on the different styles found on the city of Glass.

Beautiful art, architecture, and nice play mechanics for the game. Very well done people at EA Dice, you guys out did yourself.

this book is beyond beautiful,for a mirrors edge fan

If you love Mirror's Edge this book is a must have.

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