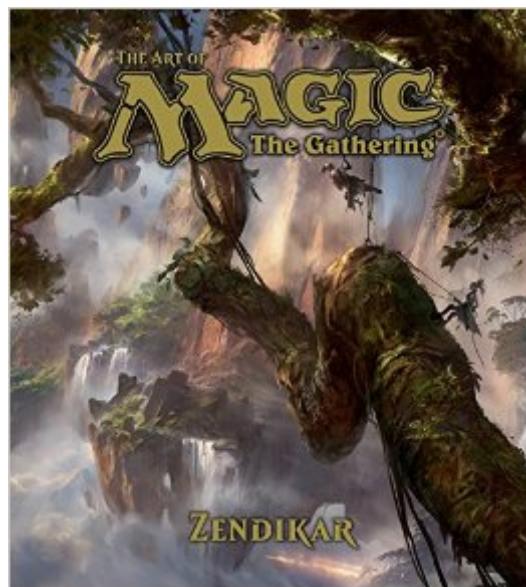


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The Art Of Magic: The Gathering - Zendikar



Synopsis

Danger and adventure await in these pages, lavishly illustrated with the award-winning art of Magic: The Gathering! Hundreds of pages of breathtaking artwork collected together for the first time! In The Art of Magic: The Gathering: Zendikar, you will experience the danger and beauty of Zendikar like never before. This lavishly illustrated, hardcover book features the award-winning art of Magic: The Gathering, and gives you an insider's look at the secrets of Zendikar – its peoples, continents, and creatures.

Book Information

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Customer Reviews

The name is a bit misleading but walk with me. This is actually a style guide in disguise. Yes, the thing that artists and freelancers get before a set comes out, explaining the high points, locations, creatures and major characters to build a world upon? This is exactly that, except two blocks worth of material, James Wyatt's roleplaying polished writing, fiction writing and double page spreads. If you even have a passing interest in Magic's art enough to buy a print at a Grand Prix or online from an artist, you will love this book. It's actually rather inexpensive for how utterly enormous it is at 10"x11" and over 200 pages. If you have a coffee table, this begs to be opened. It's worth the money and considering it's been seventeen years since the last iteration, expectations were high. Buy it, you will like it.

I've been dreaming for a beautiful collection like this, featuring Magic's award winning art at a much larger size than the tiny versions featured on the cards. Wizards went a step further than just featuring art, in this case featuring in depth details on Zendikar regions, denizens, and of course the Eldrazi terrors that threaten the plane. This book details the story of both the original Zendikar block and the recent Battle for Zendikar sets, providing full context for the major events seen on key cards in those sets. The only complaint I could see someone having is that it's not strictly an art book, instead having a rather large amount of text similar to the "Planeswalker's guide to the multiverse" features on the MTG website. I don't mind this, as I love both the art and flavor of Magic's worldbuilding and feel they greatly compliment each other in this package. This book is easily worth MSRP, and is a steal at the price.

This book is awesome for all sorts of nerds. Artists get a book packed with art from magic's best settings (ravnica and new phyrexia falling closely behind), writers and rpg lovers get a fantastic guide to the setting (though seriously wizards, you own both mtg and d&d, an mtg role-playing game wouldn't be hard to make, especially with adding the cards. Contact me for my concept), and ccg lovers get to enjoy the whole shebang outside of the cards. It deserves every star since I am all of those.

Beautiful book printed on thick, high quality pages. The art is stunning, and the added stories are wonderful. The book itself is very large and perfect for a coffee table! I think they really hit it out of the park with this book, it's everything I was hoping for and more!

Bigger than I was expecting, and that's a good thing! Great print quality! I got it mainly for art inspiration, but there's also a lot of background lore for Zendikar in here and I love reading world building stuff. Awesome coffee table book.

A fantastic look at the art and artists that make up the world's largest collectible card game, Magic: The Gathering. Zendikar focuses on five sets that have taken place in this part of the game's fantasy setting and includes illustrations and paintings from an unbelievably wide swath of Magic's creative team. While the geographical section of the book tends to run a little long, the storyline section condenses the entire plot of the sets into a quick synopsis that's easier to digest than going back and reading the game's tie-in novels or weekly short stories. This is a must-have if you're a Magic fan, and there are compelling reasons to get a copy if you're a fan of imaginative realism art

as a whole.

I didn't realize how huge this would be. As both a magic player and an amateur artist, this book is gold. I would buy up books for some of the other MtG worlds (esp Mirrodin, Ravnica, Kamigawa, Theros) in a heartbeat, should they be put together.

This book is fantastic for any MTG fan and makes for an amazing world guide if you wanted to play an RPG in the Magic universe. The next book in the series for innistrad has already been announced and I'm preordering it. Definitely pick these up if you love this type of books. Sales will dictate future releases and I'm hoping for One with each new block of cards!

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