The Art Of Uncharted 4 Fine Di Un Ladro Ediz Illustrata

In this new and improved third edition of the highly popular Game Engine Architecture, Jason Gregory draws on his nearly two decades of experience at Midway, Electronic Arts and Naughty Dog to present both the theory and practice of game engine software development. In this book, the broad range of technologies and techniques used by AAA game studios are each explained in detail, and their roles within a real industrial-strength game engine are illustrated. New to the Third Edition This third edition offers the same comprehensive coverage of game engine architecture provided by previous editions, along with updated coverage of: computer and CPU hardware and memory caches, compiler optimizations, C++ language standardization, the IEEE-754 floating-point representation, 2D user interfaces, plus an entirely new chapter on hardware parallelism and concurrent programming. This book is intended to serve as an introductory text, but it also offers the experienced game programmer a useful perspective on aspects of game development technology with which they may not have deep experience. As always, copious references and citations are provided in this edition, making it an excellent jumping off point for those who wish to dig deeper into any particular aspect of the game development process. Key Features Covers both the theory and practice of game engine software development Examples are grounded in specific technologies, but discussion extends beyond any particular engine or API. Includes all mathematical background needed. Comprehensive text for beginners and also has content for senior engineers.

A quest for the legendary 'Amber Room' launches Nathan Drake on a journey to the center of the earth. As enemies from Sir Francis Drake's past come for revenge on his descendant, Drake must use all the skills at his disposal to say on step ahead of the game!

Naughty Dog Studios and Dark Horse proudly present the essential companion to The Last of Us, a richly detailed and compelling game set in a postpandemic world where humans have become an endangered species. Featuring concept art, character designs, and astonishing settings and landscapes, The Art of The Last of Us provides a unique look at one of the gaming world's most eagerly anticipated titles. * A must-have companion to the game. * Incredible full-color artwork! * The latest project from Naughty Dog Studios. * The Last of Us swept the top Game Critics awards at 2012's E3 conference.

Upon its release, the original Gears of War revolutionized third-person shooter action with a combination of gorgeous environments, iconic characters, and brutal action. Now, twenty-five years after the events of Gears of War 3, a fresh generation of heroes will encounter a new enemy that threatens to bring humanity even closer to extinction. To commemorate the next chapter of the Gears of War epic, Dark Horse Books is joining forces with The Coalition to bring fans The Art of Gears of War 4. Featuring hundreds of individual pieces of concept and production art, finished renders, and intimate commentary from the game's creators, this gorgeous volume is a must-have item for veteran Gears and rookies alike! The essential companion to Gears of War 4! Featuring exclusive commentary from the game's creators! This is the official artbook for The Coalition and Microsoft Studios' Gears of War 4 video game!

Shadow of the Tomb Raider The Official Art Book

Uncharted: The Fourth Labyrinth

1886

The Art of Dishonored 2

A Thief's End

A full-color, oversized hardcover that explores the creation of Deathloop, the groundbreaking first-person shooter from Arkane Studios and Bethesda Softworks. Winner of Best Game Direction and Best Art Direction in the 2021 Game Awards! In The Art of Deathloop, Dark Horse Books takes readers inside the latest critically acclaimed title from the creators of Dishonored and Prey. The mysterious island of Blackreef comes to life through never-before-seen concept art, allowing readers to get up close and personal with all the equipment, adversaries, and locations Colt will encounter while hunting his targets, breaking the island's timeloop, and evading the deadly assassin Julianna! The experience is deepened with the inclusion of select 3D imagery and an exclusive pair of retro-styled anaglyphic 3D glasses! Dark Horse Books, Arkane Studios, and Bethesda present The Art of Deathloop—a unique examination of the landmark shooter!

Presents over 100 sets of questions, or different lenses, for viewing a game's design. Written by one of the world's top game designers, this book describes the deepest and most fundamental principles of game design, demonstrating how tactics used in board, card, and athletic games also work in video games. It provides practical instruction on creating world-class games that will be played again and again. New to this edition: many great examples from new VR and AR platforms as well as examples from modern games such as Uncharted 4 and The Last of Us, Free to Play games, hybrid games, transformational games, and more.

It is a new beginning for Kratos. Living as a man, outside the shadow of the gods, he seeks solitude in the unfamiliar lands of Norse mythology. With new purpose and his son at his side, Kratos must fight for survival as powerful forces threaten to disrupt the new life he has created. The volume is an intimate chronicle of the years-long odyssey to bring Kratos and Atreus's beautiful and brutal world to life. Step into Midgard and explore beyond, as Dark Horse Books and Santa Monica Studio proudly present the quintessential companion to the enormously anticipated God of War. This is a document unlike any other that sets readers on an

exhaustive behind-the-scenes journey to witness the creation of an epic of tremendous scale.

Collect the thrilling art of Uncharted with this exciting new poster collection. Featuring a striking selection of forty removable posters, this collection contains full-color art of the characters, environments, and key scenes from the best-selling Uncharted franchise. With incredible images of fortune hunter Nathan Drake as he navigates territories around the world, embarks on high-stakes expeditions, and faces relentless enemies, this poster book will take fans back to the immersive world of Uncharted.

Uncharted (GN)

The Great and Secret Show

Uncharted

The Art of Uncharted 2: Among Thieves

The Art of Ghost of Tsushima

Good game design happens when you view your game from as many perspectives as possible. Written by one of the world's top game designers, The Art of Game Design presents 100+ sets of questions, or different lenses, for viewing a game's design, encompassing diverse fields such as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, puzzle design, and anthropology. This Second Edition of a Game Developer Front Line Award winner: Describes the deepest and most fundamental principles of game design Demonstrates how tactics used in board, card, and athletic games also work in top-quality video games Contains valuable insight from Jesse Schell, the former chair of the International Game Developers Association and award-winning designer of Disney online games The Art of Game Design, Second Edition gives readers useful perspectives on how to make better game designs faster. It provides practical instruction on creating world-class games that will be played again and again.

An outrageous collection of art and commentary from the development of id Software and Avalanche Studios' dystopian first-person-shooter, RAGE 2! Delving into the rebellious world of the Wasteland, this volume examines the most intense moments of RAGE 2 in an extensive fusion of art and commentary! Explore the split scenery of lush overgrowth and desolate deserts in concepts and renders from across the incredible setting. This wicked collection details the game's wide-open world, insane characters, and big f% $@ ing guns--all with exclusive commentary from the game's developers. Dark Horse Books joins with Bethesda Softworks and id Software, the creators of the first-person shooter genre, to present The Art of RAGE 2. Don't miss out on this vital addition to any wild wastelander's collection.

As the Great War wages, heretofore inconceivable engines of destruction shake the ground and pierce the sky. Cavalries charge across the smoky landscape, legions of riders and beasts locked in a fierce new form of combat. This is the war to end wars. This is Battlefield. Dark Horse Books is proud to present The Art of Battlefield, collecting hundreds of pieces of art chronicling the production of EA DICE's latest entry in the iconic first-person action series. Visit the scenes of the history-shaping conflicts of World War I and examine the gear of some the 20th century's most intimidating soldiers. This is a volume that will thrill gamers in a stylish package that collectors will adore. This official Art Book for EA DICE's Battlefield contains: • An intimate look into EA DICE's new Battlefield opus! • The Battlefield franchise travels back in time to World War I! • Featuring Hundreds of never-before-seen art!

Delve into the world of Marvel's Avengers in this extraordinary collection of art. Packed with concept art, final designs, storyboards, and artist commentary. Assemble your team of Earth's Mightiest Heroes, embrace your powers, and live your Super Hero dreams. In a future with Super Heroes outlawed and the Avengers disbanded, a young Kamala Khan must reassemble the Avengers to stop AIM. Marvel's Avengers is an epic, action-adventure journey with new Heroes and new narrative delivered on an on-going basis, for the definitive Avengers gaming experience. Marvel's Avengers: The Art of the Game features intimate studies of the Avengers, their designs, outfits, gear, and abilities, plus a detailed look at the different environments and missions in the game. Unmasking the artistry behind the hotly anticipated videogame, this showpiece hardback book contains exclusive concept sketches, character art, storyboards, and fully rendered scenes alongside fascinating insights into the creative process from the talented creators of the game.

The Art of Game Design

Drake's Deception: the Complete Official Guide

A Book of Lenses, Third Edition

Breath of Fire

The Art of RAGE 2

The official novel of Naughty Dog's award-winning videogame franchise! In the ancient world there was a myth about a king, a treasure, and a hellish labyrinth. Now the doors to that hell are open once again. Nathan Drake, treasure hunter and risk taker, has been called to New York City by the man who taught him everything about the "antiquities acquisition business." Victor Sullivan needs Drake's help. Sully's old friend, a world-famous archaeologist, has just been found murdered in Manhattan. Dodging assassins, Drake, Sully, and the dead man's daughter, Jada Hzujak, race from New York to underground excavations in Egypt and Greece. Their goal: to unravel an ancient myth of alchemy, look for three long-lost labyrinths, and find the astonishing discovery that got Jada's father killed. It appears that a fourth labyrinth was built in another land and another culture—and within it lies a key to unmatched wealth and power. An army of terrifying lost warriors guards this underground maze. So does a monster. And what lies beyond—if Drake can live long enough to reach it—is both a treasure and a poison, a paradise and a hell. Welcome to The Fourth Labyrinth.

The official novelization of the hotly anticipated Uncharted, the new movie featuring Tom Holland and Mark Wahlberg adapting the bestselling video game series. FORTUNE FAVORS THE BOLD Nathan Drake has always been obsessed with treasure, and with the places out there that you can't find on any map. They aren't gone, just lost. When Victor "Sully" Sullivan approaches Nate with a clue that could lead them to "the greatest treasure never found," the two embark on an epic

adventure that spans the globe. Together, they must track down the missing fortune…and possibly find Nate's long-lost brother along the way. Uncharted: The Official Movie Novelization tells the origin story of Nathan Drake, inspired by the best-selling video game series UNCHARTED.

Uncharted: The Lost Legacy is an action-adventure game developed by Naughty Dog. In this spin-off expansion to the popular franchise, you'll play as the sassy fortune hunter, Chloe Frazer, as she seeks the legendary Tusk of Ganesh in India during a civil war. Pursued by an insurgent leader, and joined by her allies, the quest to recover the Tusk soon becomes a perilous mission to save all of India. In this guide you will find: - A complete story walkthrough - A guide for the optional 'Mystery Ruin' side quest - A complete Treasure Hunting Guide covering the locations of all 68 treasures - A complete Photo Locations Guide covering all optional photo opportunities - A complete Optional Conversations Guide - A complete Lockbox Locations Guide - Full Trophy list

"Journey alongside Nathan Drake once again, as Naughty Dog and Dark Horse Books team up to bring you this comprehensive and breathtaking exploration into Uncharted 4: A Thief's End! Numerous never-before-seen designs and concept art accompanied by commentary from the developers give you behind-the-scenes access to the creation of this gaming masterwork. This beautiful oversized hardcover is a must-have for any fan of the Uncharted franchise and high quality video game art"--

Uncharted: The Lost Legacy - Strategy Guide

The Poster Collection

The Art of the Last of Us Part II

The Art of Halo 5: Guardians

Uncharted 4: A Thief's End - Strategy Guide

Coco Spencer, the heiress of a wealthy, traditional English family, is a modern woman—and proud of it! She can't cook, but she can pay someone to cook for her. She comes from a rich family, but she makes her own money and takes charge of her own life. She can get any man she sets her eyes upon, but she's never really needed men to get everything that she could ever want. That is, until her deceased grandfather dangled the entire Spencer fortune in front of her in his will. Suddenly, she needs to find a man to marry or lose everything, including her childhood home.- But she doesn't want just any man. She wants Rafe Moretti, the notoriously traditional Sicilian man. And what Coco wants, Coco gets.

The classic Breath of Fire series stands out as Capcom's most acclaimed foray into the fantasy RPG genre. Now, gamers can revisit the many worlds and characters of this beloved franchise through it's wonderful characters and visuals. Breath of Fire: Official Complete Works collects the artwork of all five games in the the series, including character designs, rough sketches, game covers, pinups, character profiles, creator commentary, and more!

Experience Lara Croft's defining moment as she becomes the Tomb Raider. In Shadow of the Tomb Raider, Lara must master a deadly jungle, overcome terrifying tombs, and persevere through her darkest hour. As she races to save the world from a Maya apocalypse, Lara will ultimately be forged into the Tomb Raider she is destined to be. The Shadow of The Tomb Raider Official Art Book features exclusive concept art and developer interviews detailing the climactic conclusion of Lara Croft's origin story where she will experience her defining moment in becoming the Tomb Raider. Game is due to release on 9/14/18 across all major platforms

"Crash Bandicoot. Jak and Daxter. Uncharted. The Last of Us. One studio has been responsible for the most iconic video game experiences of this generation. Now, Dark Horse Books invites you on a thirty-year retrospective tour, observing Naughty Dog's ascension to its place as one of the most influential production studios in the world!"--Publisher's website.

Uncharted 3

Explorer

The Art of Showing Up

The Art of the Dragon Prince

The Art of God of War

Journey alongside Nathan Drake once again, as Naughty Dog and Dark Horse Books team up to bring you this comprehensive and breathtaking exploration into Uncharted 4: A Thief's End! Numerous never-before-seen designs and concept art accompanied by commentary from the developers give you behind-the-scenes access to the creation of this gaming masterwork. This beautiful oversized hardcover is a must-have for any fan of the Uncharted franchise and high quality video game art. The Art of Unchartend 4 will be released by Dark Horse simultaneoulsy with the new game, Uncharted 4.

On sale date subject to change. A beautifully realized tome inspired by traditional Japanese aesthetics and featuring art from the delicately crafted video game from Sucker Punch Productions. Dark Horse Books and Sucker Punch Productions are honored to present The Art of Ghost of Tsushima. Explore a unique and intimate look at the Tsushima Islands--all collected into a gorgeous, ornately designed art book. Step into the role of Tsushima Island's last samurai, instilling fear and fighting back against the Mongolian invasion of Japan in the open-world adventure, Ghost of Tsushima. This volume vividly showcases every detail of the vast and exotic locale, featuring elegant illustrations of dynamic characters, spirited landscapes, and diagrams of Samurai sword-fighting techniques, along with a look at storyboards and renders from the most intense, eloquent, and expressive cinematic moments of the game.

In Halo 5: Guardians, game developer 343 Industries continues to enthrall fans worldwide with the exploits of the legendary Spartan super soldier, the Master Chief, as well as new characters in the Halo universe, including Agent Jameson Locke and others. This deluxe art book chronicles the creative and

breathtaking art of the worlds, vehicles and characters of Halo 5: Guardians, with exclusive details behind the creation of returning characters such as the Arbiter and the Master Chief himself. Complete with commentary from 343 Industries, The Art of Halo 5: Guardians is the ultimate exploration of the intricate creature design and groundbreaking gameplay that define the Halo experience. This beautiful hardback edition is an ideal gift for Halo fans. In the little town of Palomo Grove, two great armies are amassing; forces shaped from the hearts and souls of America. In this New York Times bestseller, Barker unveils one of the most ambitious imaginative landscapes in modern fiction, creating a new vocabulary for the age-old battle between good and evil. Carrying its readers from the first stirring of consciousness to a vision of the end of the world, The Great and Secret Show is a breathtaking journey in the company of a master storyteller.

The Art of the Mass Effect Trilogy: Expanded Edition

A Book of Lenses, Second Edition

The Art of Deathloop

Official Complete Works

The Art of Battlefield 1

Hailed as a "must-have textbook" (CHOICE, January 2010), the first edition of Game Engine Architecture provided readers with a complete guide to the theory and practice of game engine software development. Updating the content to match today's landscape of game engine architecture, this second edition continues to thoroughly cover the major components that make up a typical commercial game engine. New to the Second Edition Information on new topics, including the latest variant of the C++ programming language, C++11, and the architecture of the eighth generation of gaming consoles, the Xbox One and PlayStation 4 New chapter on audio technology covering the fundamentals of the physics, mathematics, and technology that go into creating an AAA game audio engine Updated sections on multicore programming, pipelined CPU architecture and optimization, localization, pseudovectors and Grassman algebra, dual quaternions, SIMD vector math, memory alignment, and anti-aliasing Insight into the making of Naughty Dog's latest hit, The Last of Us The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures, algorithms, and software interfaces that are typically used to implement them. It primarily focuses on the engine itself, including a host of low-level foundation systems, the rendering engine, the collision system, the physics simulation, character animation, and audio. An in-depth discussion on the "gameplay foundation layer" delves into the game's object model, world editor, event system, and scripting system. The text also touches on some aspects of gameplay programming, including player mechanics, cameras, and AI. An awareness-building tool and a jumping-off point for further learning, Game Engine Architecture, Second Edition gives readers a solid understanding of both the theory and common practices employed within each of the engineering disciplines covered. The book will help readers on their journey through this fascinating and multifaceted field.

Shows the unseen art that helped make Uncharted 2: Among Thieves the best game of the year.

Showing up is what turns the people you know into your people. It's at the core of creating and maintaining strong, meaningful bonds with friends, family, coworkers, and internet pals. Showing up is the act of bearing witness to people's joy, pain, and true selves; validating their experiences; easing their load; and communicating that they are not alone in this life. If you're having trouble connecting with those around you, know that you're not the only one. Adult friendships are tricky!!! Part manifesto, part guide, The Art of Showing Up is soul medicine for our modern, tech-mediated age. Rachel Wilkerson Miller charts a course to kinder, more thoughtful, and more fulfilling relationships—and, crucially, she reminds us that "you can't show up for others if you aren't showing up for yourself first." Learn to fearlessly . . . define your needs, reclaim your time, and commit to self-care ask for backup when times are tough—and take action when others are in crisis meet and care for new friends, and gently end toxic friendships help your people feel more seen (and more OK) overall!

Follow Ellie's profound and harrowing journey of vengeance through an exhaustive collection of original art and intimate creator commentary in the full-color hardcover volume: The Art of The Last of Us Part II. Created in collaboration between Dark Horse Books and the developers at Naughty Dog, The Art of The Last of Us Part II offers extensive insights into the making of the long-awaited sequel to the award-winning The Last of Us.

Blackwater Archives | the Art of the Order

Uncharted: The Official Movie Novelization

Game Engine Architecture, Second Edition

The Art of The Last of Us

Futuristic Vehicles for Uncharted Lands

Aaron Ehasz won a Peabody Award for his work as head writer and co-executive producer of Avatar: the Last Airbender, and was part of the Emmy-award winning writing team of Futurama. Most recently, he was creative director at Riot Games where he worked on League of Legends as well as projects in development. He earned his MBA at Stanford, and undergrad degree from Harvard. Justin Richmond was a Research and Development Producer leading the team creating one of Riot Games' next big projects. Before that, Justin was the Game Director on the Uncharted franchise at Naughty Dog. Uncharted is one of Sony's most iconic and beloved game franchises with over 25 million units sold as well as 13 DICE Awards and 4 BAFTA's. His Game Direction work on Uncharted 3 earned him a nomination for the DICE Award for Outstanding Achievement in Game Direction. Justin has a B.S. in Film from Boston University and a degree in 3D Animation from Vancouver Film School.

It is three years after the events of Uncharted 3 and Nathan Drake, the world's most famous hunter of treasure, has hung up his boots and left that work behind him. However, the sudden appearance of his brother, Samuel Drake, has made that calling for adventure come back in full force, as he needs Nathan's help to save his own life. They are on the hunt for Captain Henry Avery's long-lost treasure, bringing them to many exotic locations wrought with danger, in another exciting entry in the Uncharted franchise. The guide includes: - A complete and detailed walkthrough of the main story. - Locations for all of the game's collectibles. - Comprehensive guide to get every single trophy.

Featuring intricate concept art and exclusive, high quality stills, sketches and renders detailing the game's production, Rise of the Tomb Raider: The Official Art Book is an essential purchase for fans of the

franchise. From Lara's survival tools to the wild animals she encounters in the harsh environment, this in-depth, all-access book offers gamers a look into the visual dexterity of Rise of the Tomb Raider.

Adventure alongside Nathan Drake, as Dark Horse Books and Naughty Dog team up to bring you this breathtaking, comprehensive exploration into the Uncharted saga! Encompassing Drake's Fortune, Among Thieves, and Drake's Deception, this epic volume offers a look at hundreds of never-before-seen designs and pieces of concept art from the creation of one of the most exciting game series of this generation, along with insightful commentary from the games' creators! Don't miss out on this opportunity to own a piece of Uncharted history!

How to Be There for Yourself and Your People

The Art of Naughty Dog

Rise of the Tomb Raider: The Official Art Book

The Art of Uncharted 4

The art of uncharted

Expanded with never before seen works of art, this new edition delves deeper than ever into the sci-fi saga that changed video games forever. Contains extensive new material from the DLCs for all three games—including the award-winning "Lair of the Shadow Broker" from Mass Effect 2 and the fan-favorite "Citadel" from Mass Effect 3. Experience the evolution of the aliens, planets, ships, and technology that define this iconic science fiction universe, as the developers who brought BioWare's masterpiece to life take you from the earliest design sketches through to the meticulous final renders. Brimming with concept art and commentary, this expanded edition is the ultimate companion to one of the greatest series in the history of gaming!

The second volume of a two-volume set of the official art books for Final Fantasy XIV: Heavensward. This beautiful new edition features hundreds of pages of full-color art and an exclusive bonus item code! A treat for collectors and fans of Final Fantasy XIV, this high-quality, large-format art book presents a rich collection of illustrations and concept artwork for characters, environments, accessories, and more. Covering content through the end of the Heavensward expansion, this volume also includes comments from the art team and a look at the processes that the team uses when creating art pieces. Book two of a two-book set with The Art of Ishgard: Stone and Steel. Includes an exclusive bonus item code for an in-game Wind-up Hraesvelgr minion!

THE 100% COMPLETE GUIDE TO UNCHARTED™ 3 WALKTHROUGH REDEFINED Provides a visual, step-by-step guide through the entire adventure supported by behind-the-scenes commentaries from the Naughty Dog team. And yes, all collectible Treasures are included! HI-RES TOP-DOWN MAPS Annotated maps combined with easy-to-follow tactical advice cover both the most challenging and the most interesting combat encounters. IN DEPTH EXTRAS Offers advanced playing strategies and techniques for the unlockable Crushing difficulty setting, plus a story recap and analysis of key mysteries from the entire UNCHARTED series. ALL SECRETS INSIDE Includes all Treasures, Trophies and moves. Expert-level graphs, stats and tips will help you master all weapons and overcome all opponents. MULTIPLAYER CHAPTER A massive 64-page section, packed with detailed tables, diagrams, maps and countless useful tips, covers all features in both the Competitive and Co-op play modes. SPOILER-CONTROLLED DESIGN FROM PIGGYBACK

The year is 2065. The end of Earth and all its habitants is imminent. Using the world's greatest technologies, a new generation of highly advanced, autonomous robotic vehicles is developed to explore new lands for human colonization. Inspired by legendary futurists such as Syd Mead (Blade Runner), German industrial designer and concept artist Christian Grajewski used his expert knowledge of automotive design and his fascination with animal anatomy to create fifteen stunning, interplanetary vehicles. Each varies in size and technological capabilities, yet they are unified by one overarching goal: to preserve the human race. From the stealth rotorcraft Hornet to the massive space transporter Orca, the designs of Explorer were fueled by Grajewski's deep desire to launch vehicles beyond Earth's solar system. He drew from his professional experience working on the design team at Volkswagen Design Center Potsdam, where he developed concepts for such carmakers as Lamborghini, Audi, and Porsche. Explorer compiles Grajewski's early sketches, wondrous renderings, and design reflections that together make a case for historic multinational cooperation and the incredible innovations such collaborations can achieve.

Game Engine Architecture, Third Edition

Marvel's Avengers The Art of the Game

언차티드 잃어버린 유산

A Sicilian Marriage

The Empire of Isles is home to fabulous wonders beyond count, and dangers to match. Now, walk in the same steps as heroes Corvo Attano and Emily Kaldwin as you examine the complexly beautiful concept and design of Dishonored 2! ArKane Studios and Dark Horse books are proud to present this gorgeous collection, featuring hundreds of pieces of art chronicling the development of the blockbuster stealth-action title.

The Art of Dishonored 2 is a must-have item for art fans and gamers alike! • Exclusive never before seen concept art from the making of Dishonored 2! • The comprehensive companion to the wildly anticipated Dishonored 2! • The art book that Dishonored fans have been waiting for! • Dishonored won the 2013 BAFTA for Best Game! This is the Official Art Book for Dishonored 2. Dark Horse was also responsible for the official Art Book for Dishonored, titled Dishonored: The Dunwall Archives (978-1616555627)
The Art of Uncharted 4: A Thief's EndDark Horse Comics
The Art of the Uncharted Trilogy
The Art of Gears of War 4
Final Fantasy XIV: Heavensward -- The Art of Ishgard -Stone and Steel-
The Art of Uncharted 4: A Thief's End