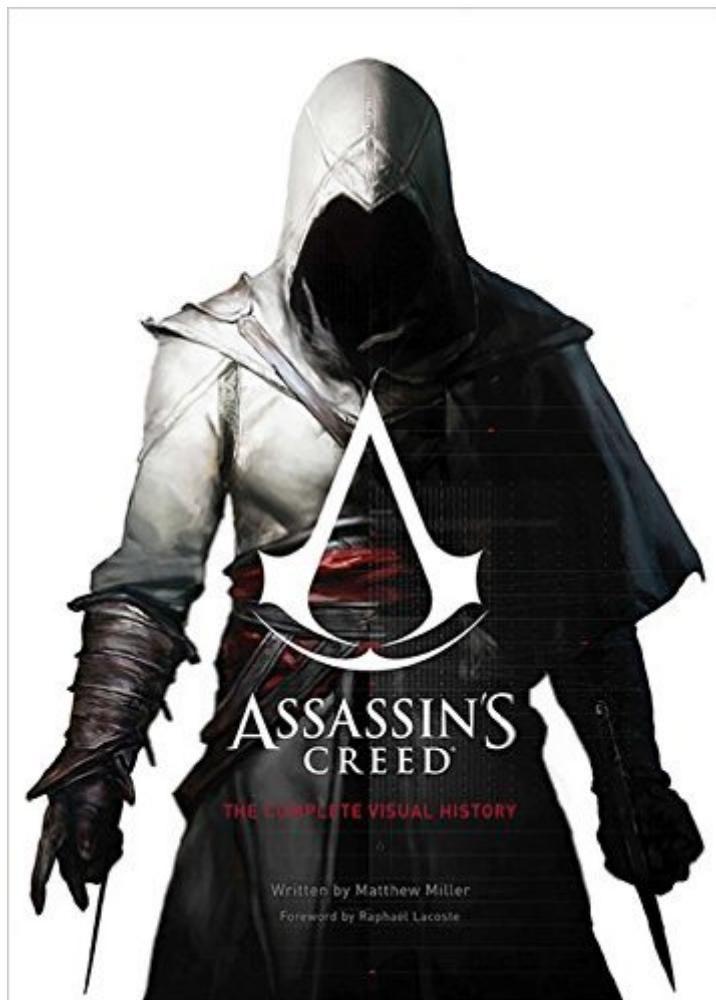


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# Assassin's Creed: The Complete Visual History



## Synopsis

Assassinâ™s Creed is one of the biggest entertainment properties in the world. A sweeping and visually rich narrative covering the Crusades in medieval Jerusalem, the pirate-infested oceans of the Caribbean, the height of the French Revolution, and more, Assassinâ™s Creed immerses fans in the most dramatic periods in human history and brings to life some of its most intriguing and influential characters. This comprehensive book explores the history and legacy of Assassinâ™s Creed, its rich mythology, and the vivid artwork of the entire franchise, including works created for the graphic novels and downloadable content. With never-before-seen concept and character art, Assassinâ™s Creed: The Complete Visual History reveals the creative process behind the immersive historical settings as well as the development of such iconic characters as Altair, Ezio, Connor, and Arno, to name a few, chronicling how the franchise has evolved over the years while retaining its bold, signature look. Written by gaming journalist Matthew Miller and featuring commentary from key Ubisoft developers and artists, this comprehensive visual history offers unparalleled insight into one of the industryâ™s most acclaimed franchises. The ultimate word on the blockbuster gaming phenomenon, Assassinâ™s Creed: The Complete Visual History is a must read for fans of the franchise and those interested in discovering the astounding artistry behind the creation of a major contemporary video game series.

## Book Information

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## Customer Reviews

I'm a fan of the art and design of the Assassin's Creed game series. It has always drawn me in with the stunningly beautiful environment art, setting and historical context. The idea to allow someone,

us as gamers, to go back in time to visit iconic places in history is genius, even if the environments are not totally accurate. *Assassin's Creed: The Complete Visual History* is a huge 320-page hardcover that covers the art and design aspect of the game. It includes all the main *Assassin's Creed* games up to *Assassin's Creed Syndicate*. Here's the list of contents:

The Middle Ages  
The Renaissance  
The American Revolution  
The Seven Years' War - Part 1  
The Golden Age of Piracy  
The Seven Years' War - Part 2  
The French Revolution  
The Industrial Revolution  
Chronicles  
The World Before  
Beyond Games

I did not buy any of the *Assassin's Creed Encyclopedia* (currently in its third edition) so I can't tell if there are going to be any overlaps. But I've many of the *Assassin's Creed* artbooks, for the first, third, IV: *Black Flag* and *Unity*. There's definitely duplication of artworks used in this book, in fact quite a lot, which is perhaps not unexpected. There are also many pieces of new art as well, especially since it covers the *Assassin's Creed Syndicate* which by the way also has its own dedicated artbook. The artworks are awesome, even if you have seen them before. The book is huge and for many pieces of environment art that are printed full page, it feels immersive, as if you're standing there yourself. The background and environment art is what I like most about the game. Other artworks included would be the characters just to accompany the lengthy commentary that runs throughout the book.

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*Assassin's Creed: The Complete Visual History* *Assassin's Creed: A Walk Through History (1189-1868)* *Creed Leader Guide: What Christians Believe and Why* (Creed series) *The Art of Assassin's Creed Syndicate* *Last Descendants: An Assassin's Creed Novel Series* *Assassin's Creed: The Movie Novel* *Incredibuilds: Assassin's Creed Deluxe Book and Model Set* *The Art of Assassin's Creed IV: Black Flag* *The Art of Assassin's Creed Unity* *The Housewife Assassin's Handbook: The Housewife Assassin, Book 1* *Grave Mercy: His Fair Assassin, Book I* (His Fair Assassin Trilogy) *Eyewitness Visual Dictionaries: The Visual Dictionary of the Human Body* (DK Visual Dictionaries) *Visual Workplace/Visual Thinking: Creating Enterprise Excellence through the Technologies of the Visual Workplace* *Tracking an Assassin!: Nickolas Flux and the Assassination of Abraham Lincoln* (Nickolas Flux History Chronicles) *Tracking an Assassin! (Nickolas Flux History Chronicles)* *The Creed: Professing the Faith Through the Ages* *The Apostles Creed In Light of Today's Questions* *Commentary on Luther's Catechisms: Creed Apostles Creed Affirming the Apostles' Creed*

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