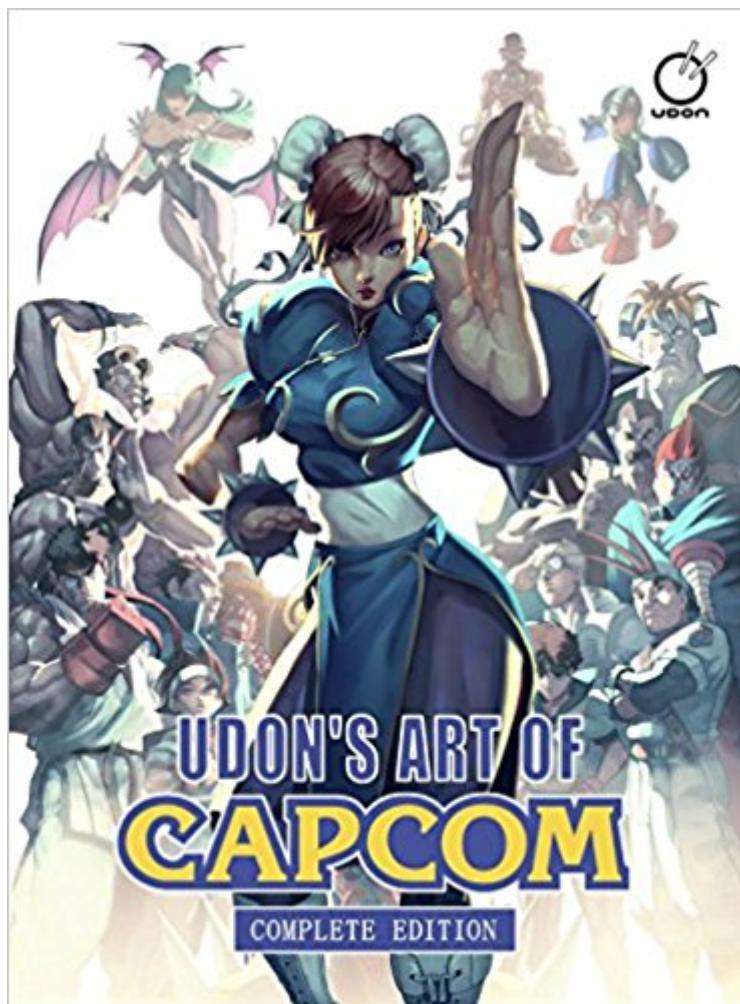


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UDON's Art Of Capcom: Complete Edition



Synopsis

Collecting over 10 years of UDON's Capcom artwork in one epic 600-page hardcover volume! UDON's Art of Capcom: Complete Edition gathers more than 80 UDON artists' renditions of the cast of Street Fighter, Darkstalkers, Rival Schools, Mega Man, Strider, and other classic Capcom franchises. Included are comic covers, toy designs, video game sprites, game box art, tribute art, and much more!

Book Information

Hardcover: 600 pages

Publisher: Udon Entertainment; Complete ed. edition (October 7, 2014)

Language: English

ISBN-10: 1927925231

ISBN-13: 978-1927925232

Product Dimensions: 8.6 x 1.5 x 11.5 inches

Shipping Weight: 5.6 pounds (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars 42 customer reviews

Best Sellers Rank: #254,975 in Books (See Top 100 in Books) #94 in Books > Arts & Photography > Other Media > Video Games #463 in Books > Computers & Technology > Programming > Graphics & Multimedia #650 in Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games

Customer Reviews

This and the recently-released SF:25 present buyers with a conundrum. Should I purchase this if I already have an earlier entry into the book series? For many people, this purchase is simple. If you do not own Udon's Art Of Capcom or Udon's Art Of Capcom 2, run, do not walk, and purchase this. This hardcover collection is almost 600 pages in length, is presented on high-quality paper and is an anthology of a decade of wonderful artwork. I'm so glad Udon was given the helm of so much Capcom artwork, as their output is among the best art the gaming world has ever seen. There's no question this is a must-have in your collection if you are fond on Street Fighter or Capcom games. And for perspective, Street Fighter comprises about 350 of those 600 pages. The paper is just like the original versions and is printed on a thinner stock than SF:25. The binding is great but loose enough to enjoy flipping through. Some books I own are too tight to open up without worry. Not this one. I highly recommend this if you don't own a prior book. However, some of us already have one of those aforementioned Udon collections. What to

do? I own the first Udon's Art Of Capcom but failed to purchase the second and then it went out of print and became awfully costly. Having seen the second collection, I will admit I prefer the art quality of the first book, but without owning it, I purchased this Complete Edition day 1. I do not regret it. The same would go if you already had the second book but not the first. Buy this. The amount of art included is incredible. However, if you have both, there are several noteworthy additions (and just a few drawbacks). First, the good: The Complete Edition has 75 pages of brand-new material, including nine 25th Anniversary pieces that appear in neither. Those are all great, new, never-before-seen pieces. All this new art was organized in proper order, with SF, Darkstalkers, Rival Schools, World Of Capcom and Game Projects sections. Also, this is a hardcover and getting the originals in hardcover were harder to find. This looks *great* on my bookshelf. And it's huge too. The downside: In only a handful of cases, the art presented in the original books has been shrunk down. What was a pair of images on a page originally now is four in the Complete Edition. Very few times was this done. Also, the original first book had a Cover Illustration Tutorial about how it was made in Photoshop. This does not carry over. Also absent is the tribute art commentary of the originals. Each had a new piece with the artist's comments on inspiration and technique. These are lost. I quite liked those (like the details in Darkstalkers: Official Complete Works) but they aren't here. While that's a drawback, no art is missing from this edition. There is almost no question you need this in your library. The only reason to avoid this is if you have both Udon books already. While I think the first was superior in quality and content, the second had some amazing artwork and the Complete Edition's layout, presentation, paper, binding and overall quality is typical Udon: top-notch. It's nice feeling your dollars are going towards something you love and when that love is returned in such a high-caliber, glorious presentation.

truly awesome art book the most comprehensive book on capcom ip thus far.

Being a fan of Capcom for many years I naturally when I saw this book I had to own it. Udon has been doing art work for Capcom for awhile now and this book features various Capcom series. Mainly from Street Fighter to Darkstalkers but has small sections of other fighting classics like Rival Schools other Capcom worlds and even Fighting Evolution. The Artwork is just incredible and any fan of Capcom's various Fighting series will appreciate this book. It even has a illustration tutorial at the end of the book for those who want to see how the magic works, as an artist myself this is a plus. Now there is a Udon's Art of Capcom 2 out there now, and honestly I recommended getting it as

well. There is one thing I want to comment on if some people are looking forward to seeing any Megaman, Devil May Cry and Onimusha. They are featured in this book but very little, but at 300 pages you're getting more than enough. So don't let that stop you.

Great art work from around the world.

hot damn. i love this book. it's huge. i've already seen a lot of the art, but it's nice to have it all in one place. udon is amazing. i've been learning to draw lately, and i intend to use udon's drawings to practice anatomy. guess i have nothing else to say about it. it's a book full of capcom art. you either like it or you don't.

This book is great for a library or even coffee table. Ideal for fans of the fighting game genre, really excellent art and very nice quality book.

An enormous book!!!! What a surprise for the first time you put your eyes on it! When you start to browse the book, you find some interesting and excellent artorks from Udon artist's. There are several type of arts, some are magnificant and others are interesting. An excellent artbook for street fighters fans!!!!

Yes Udon focuses primarily on Street Fighter while seemingly neglecting other sections, such as Rival Schools (which gets about a dozen pages or so), but it is filled with such inspiring artwork that I am okay with the bias. I personally would have preferred more Rival Schools (and so would have the artist themselves apparently as most of them are big fans of it), but even so, I would still recommend this book to anyone who is at least familiar with Studio Udon's work, or the Street Fighter/Dark Stalkers universe. Also to note, there are a couple of tutorials in the back of the book, including one for the cover art. However, don't expect them to teach you how to draw or imagine lighting while painting, but they do fill you in on their techniques both technically and creatively).

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