

The Art of Thief



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With the exceptional heritage, critical acclaim and tremendous sales of the Thief franchise, fans of the series will be delighted to add this book to their collection in anticipation of the new Thief game. The Art of Thief demonstrates the stunning concept and development art from the eagerly anticipated next-gen console game, Thief. The

Art of Thief will be released day and date to coincide with the launch of the long awaited Thief game. The Art of Thief is the perfect companion for fans of the Thief franchise. The Thief videogame series has achieved tremendous sales and been praised by numerous respected media sources, such as The Washington Post, The LA Times, and The New York Times. The Thief games have often been praised for innovating the stealth genre and have accumulated a dedicated and loyal fanbase consisting of millions of people worldwide. The new Thief game will be heavily promoted as it will feature on the Xbox One and Playstation 4 consoles, which have both received international media and online attention.

作者介绍:

Paul Davies has worked in gaming journalism for twenty years, editing magazines and websites including Official Nintendo and Computer & Video Games. He is the co-founder and director of media agency Unlikely Hero Ltd. whose clients include Yahoo! UK and Microsoft.

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标签

设定集

游戏

Thief

评论

第一款晕3D的游戏，等了六个月才到都不知道说什么了（。

第一眼看到令我很惊艳，甚至有一种刺客信条的感觉。不过主角没有那么高大上，是个神偷，背景设定在充满哥特感阴森的维多利亚时代的伦敦，游戏中的每一个角色的气质都感觉非常扭曲怪异，而场景也显得黑暗、阴森。就连里面出现的那些本该熠熠生辉的

珍宝，也黯淡无光。

设计让人眼前一亮

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书评

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