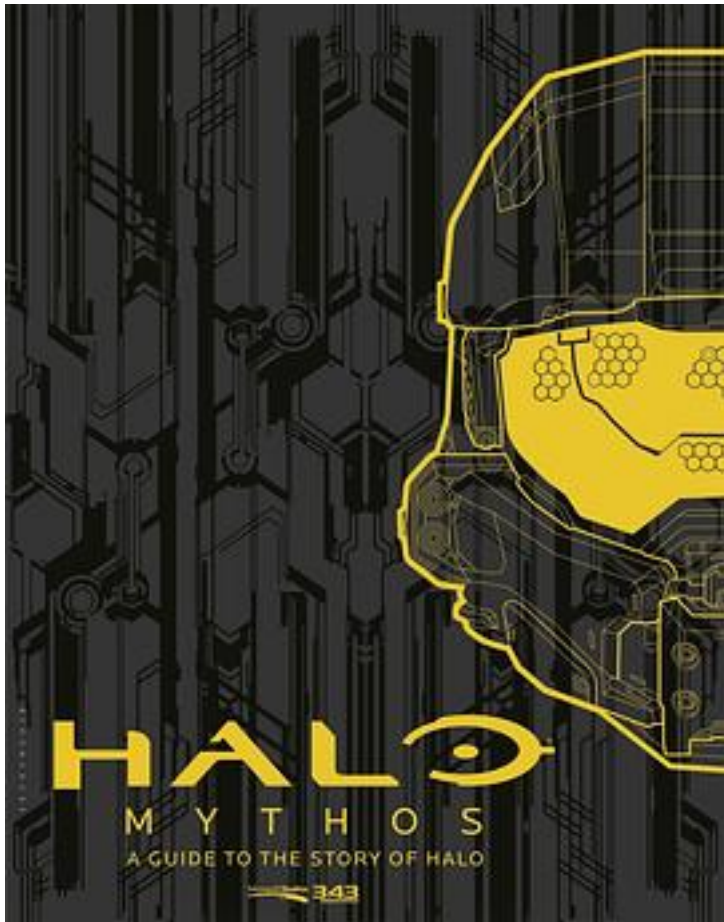


# Halo Mythos



[Halo Mythos\\_下载链接1](#)

著者:343 Industries

出版者:Bloomsbury USA

出版时间:2016-9-6

装帧:Hardcover

isbn:9781681193564

This official, comprehensive, authoritative guide to the Halo universe, written in collaboration with 343 Industries, the developers of the “Halo” franchise, marks the first time that a book incorporates the entirety of the “Halo” canon, including the games, books, comics, live-action and animated entertainment, and more.

The book also includes over 50 specially commissioned full-color paintings showcasing vehicles, artificial intelligence, weapons, ships, and never-before-seen aspects of Halo environments. The amazing illustrations come from a variety of renowned illustrators, including Jean-Sébastien Rossbach, Leonid Kozienko, Benjamin Carré, Isaac Hannaford, and 343's internal art team, too.

For the first time ever, the timeline of the Halo universe is available in one place, charting humanity's battles against alien forces of the Covenant, Forerunners, and the Flood--making this book an absolute must-have for Halo fans.

## 作者介绍:

Halo is a worldwide gaming phenomenon that pits soldiers against aliens in an interstellar war. With sales of 65+ million units since 2001, Halo is the largest science fiction video game entertainment brand today, with 6+ billion hours played online and 3.5+ million users per month.

343 Industries is an American video game developer located in Kirkland, Washington. Named after the Halo character 343 Guilty Spark, the company was established in 2009 by Microsoft Studios to oversee the development of the Halo science fiction media franchise. The concept art team at 343 Industries contributed many illustrations for Halo: Mythos, including full-color paintings by Darren Bacon, David Heidhoff, and Chase Toole.

Jean-Sébastien Rossbach is an award-winning illustrator, concept artist, and painter. His art has appeared in many books, video games, and comics, including A Game of Thrones, Halo, Tomb Raider, and The Punisher.

Leonid Kozienko is a self-taught digital illustrator from Russia. His fantasy and science fiction art has appeared in Star Wars and Warhammer 40,000 games.

Benjamin Carré is known for his hundreds of science fiction and fantasy cover illustrations. Benjamin is also the author and illustrator of many comics, including Star Wars, Mass Effect, Blade Runner, and Smoke City, and a concept artist for video games and cinema.

Isaac Hannaford has thirteen years' experience creating some of the most visual designs in entertainment. He has contributed concept art to games such as Halo 3, Halo 3: ODST, Halo: Reach, and Team Fortress 2.

## 目录:

[Halo Mythos\\_ 下载链接1](#)

## 标签

## 设定集

Halo

评论

-----  
[Halo Mythos\\_ 下载链接1](#)

书评

-----  
[Halo Mythos\\_ 下载链接1](#)