The Eyes Of Bayonetta: Art Book & DVD

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Synopsis
A member of an ancient witch clan and possessing powers beyond the comprehension of mere mortals, Bayonetta faces-off against countless angelic enemies, many reaching epic proportions, in a game of 100% pure, unadulterated, all-out action. The Eyes of Bayonetta collects the stylish artwork behind this cinematic action game, featuring character sketches, CG models, monster, weapon, and location designs, and creator commentary. Also included is an exclusive hour-long DVD interview with the game’s creators, taking you behind the scenes of Bayonetta’s creation!

Book Information
Hardcover: 224 pages
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Average Customer Review: 4.9 out of 5 stars See all reviews (44 customer reviews)
Best Sellers Rank: #208,958 in Books (See Top 100 in Books) #61 in Books > Arts & Photography > Other Media > Video Games #373 in Books > Computers & Technology > Programming > Graphics & Multimedia #468 in Books > Humor & Entertainment > Pop Culture > Art

Customer Reviews
It's great that publisher Udon has translated the original Japanese artbook The Eyes of Bayonetta. The Japanese edition went out of stock pretty quickly and the DVD was region coded to Japan. So what's the difference between the Japanese and English edition? The English edition is a hardcover book and comes with a DVD that's not region coded. Cover art is different. What's missing are the slipcase and the two posters featuring the bosses. The two posters are quite good so it's too bad they weren't included here. Since the book is just a translated edition, the review that follows is largely adapted from the review of the Japanese edition artbook. The Eyes of Bayonetta is the official artbook for Bayonetta, one of the crazier Japanese games I've played. It features concept art for the characters, Angels, Infernal Demons, weapons, accessories and environment. This is mainly a character design book.
with designs. You'll see Bayonetta, Jeanne, Enzo, Rodin, Luka, Cereza, Balder and other characters. There are lots of coloured sketches as well as high resolution character graphics, featuring plenty of poses and costumes including many discarded ideas. Costume design is definitely one of the highlights. Notes and artists' scribbles are all translated. This game has some really unique and exquisite enemy designs. The concepts are out of the world, mixing angels and demons with extra shiny metal. The designs are intricate and requires some time to explore, although sometimes there can be too much things going on, which can get confusing visually. If you like weapon designs, there's a whole chapter on it. There are guns, blades, claws and torture weapons. I love the weapons in this game.

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