



The Art of Dragon Age: Inquisition

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The next generation of fantasy is here! Go behind the scenes of *Dragon Age: Inquisition*, the most ambitious game ever created by legendary developer BioWare!

Featuring hundreds of never-before-seen artworks and captions from the developers themselves, this volume offers revealing insight into the inspiration and creation of every facet of *Dragon Age: Inquisition*, from the heroes, to the wondrous weapons they wield, the powerful beasts that they battle, and the extraordinary world that they inhabit.

The Art of Dragon Age: Inquisition Details

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From Reader Review The Art of Dragon Age: Inquisition for online ebook

Amanda says

It's truly thrilling to own a book chronicling the early development stages and materials of a game I adore so deeply. Seriously, the artwork presented in this book takes my breath away!

I especially enjoy the watercolor images of various locations because they're so visually striking on the page, and it's additionally exciting to see how well rendered many scenes, characters, and objects were in game. If you're an artist (graphic or traditional) and specifically enjoy medieval or high fantasy subject matter, I encourage you to at least borrow this book- there's such an amazing wealth of creative ideas, from subtle design changes to complete reinventions, it's spectacular.

There's not a lot of text description delving into the development of the art, which I was disappointed by at first, but they include so many images from early stages that I didn't feel like I missed the art's evolution.

LEVI says

I haven't played much of the game so I can't say how closely what I saw represents what you see in the game. I was mostly just curious because of the in-game character design and the beautiful tarot cards you encounter throughout. Unfortunately not too much tarot card art in the book and though there is a fair bit of character design included, there can always be more. Sceneries and details are great too but I read art books mostly for their characters.

Patience Perry says

I adored this.

Amy says

This book was amazing.

Everything about this book was fantastic. It was everything an artbook should be. Firstly, the scene art and character designs were phenomenal. The concept designs were very helpful for artists. And most of all? The (in my opinion) best-looking character (Blackwall) had a planar map. The one character I would try to recreate, and there it was. And the extra information on the pieces included were very interesting.

I only wish this had been in the Collector's Edition, instead of... Everything that was actually in there.

Melanie says

I spent WAY too much time playing Dragon Age: Inquisition, and even after I finished the game for a second time, I still felt curious about several aspects of the game's aesthetics, so this artbook was actually very helpful. It contains not only concept art for places and characters, but also beautiful quick paintings of several locations in Ferelden/Orlais, plus tons of storyboard images. Since I'm in the process of learning how to draw decently, it serves as amazing reference. I really enjoyed feasting upon the awesome material that is contained within these few pages.

I do have a small complaint about the way the characters' concept arts were distributed along the artbook, all spread between locations and architectural details. I also wish all characters had their respective tarot cards in the book because they are absolutely gorgeous (well, at least they included the romanced Dorian card which is, in my opinion, the most beautiful of them).

Overall, I really liked this book. Excellent images for drawing reference!

Ph??ng Wong says

Just remembered that picture books are also books.

And Dragon Age 4 is coming so...

Joey Woolfardis says

Ridiculously sublime book full of beautiful artwork, varying from basic sketches and WIPs to fully fleshed-out vistas.

Difficult to review, because really there are only a few groups of people who will enjoy this book. Those like me, who love Dragon Age (Origins, II and Inquisition) and games, and can appreciate art in all its forms (except modern art: if you enjoy that you're a liar).

And those who only enjoy games and/or artwork and the amount of effort that goes in to it. It's full of pictures but there is no crude dialogue like a comic book, so comic book lovers won't enjoy it. Unless they also enjoy games like this, and art.

So, unlike novels and the like, I can't rightly say "yo, just read the book and figure it out for yourself if you like it" because this is one of the very few books that is specifically aimed at a certain type of person only, and isn't, like novels, **marketed** at a certain type of person.

Look. I love Dragon Age. I love games. I love art. Actual art not a pair of glasses with a cheerio stuck to it in a glass case. I love this book. It needed to mention Alistair Theirin but that can be forgiven. I love it.

Jade says

The Art of Dragon Age: Inquisition is a beautiful, thick tome filled to the brim with high-quality art of the game – from digital to watercolor paintings and from initial character concepts to in-game models. It goes

deep into the world of Thedas, also including numerous notes and designs on cultural aspects of the game; the architecture of Orlais, the mannerisms and clothing of Fereldans, and the tone and atmosphere of Venatori artefacts.

Considering that *Dragon Age: Inquisition* is one of my most-loved and most-played RPGs, I had to get my hands on this book – and it more than delivered its promise. The art is interesting and engaging on the same level as the game, breathing flavor and life, and it pulls you in just as easily. The notes from designers, writers, and artists showcase what happens behind the scenes when creating art for a game like this, which was quite interesting as well. I really loved how deep the attention to detail was for the art within the game; the distinctions between all the different cultures, and the thoughts behind those distinctions.

There were really only two points of critique for me: one of the reasons I love the *Dragon Age* series so much as a whole, is its colorful and large cast of characters. Some of the chapters in this book are labelled as quest names in-game, and the character art is scattered throughout without a separate chapter dedicated to them. This is a pity, as it almost feels underdeveloped/under-focused compared to the intricacies of worlds and cultures within the book. The second downside would be that some of the art is pretty dark (in a literal sense), making it difficult to discern all the detailing in the images – this happens mostly with some of the atmospheric scenery paintings.

That said, this is definitely a fantastic artbook that I greatly enjoy browsing through. It's a great must-have for a big fan of the game (and perhaps even the series in general) and the references can also be useful for any artists who wants to practice worldbuilding and character designs.

Iah says

Good art! Still mad that they didn't go through with Solas and Sera's concept art but its okay!

Katelyn Powers says

There were so many NERD FACTS that I'm bursting with joy!

Victoria says

4.5 As a huge fan of the DA series, and DAI especially, I've pined after this book for a while. It didn't disappoint. Seeing the variety of character concepts and storyboards for pivotal events, and reading the commentary and rationale for small things ("such and such was intended as a metaphor of"), gave me great insight into the game's development. I've deducted .5 stars for organization. I don't understand why the companions weren't all grouped together, or location/faction grouped together, etc, instead of organizing it vaguely by each Act (in hushed whispers, what pride had wrought...). The organization was disorienting, but I mostly overlooked it in the midst of my nerd ecstasy.

Heather says

Truly gorgeous artwork! I only wish there was more! The character concepts are really cool. Some of them look so strange now that I'm really used to the final concept!

Matt says

I've never owned an art book, but this was a very good choice. I might be biased, though, because Dragon Age is the light of my life.

Anyway, there's not much to say about this, except that the art is gorgeous. Of course many artists worked on this game so there were many different drawing styles and I didn't like all of them, but I always appreciate the skill and effort that is being put into ones art.

It was also fascinating how much you learn about the development process and how much thought and detail went into making the game, *minus* the story and the combat. Brainstorming, references from real life, a hundred different tries and designs until they found the one that fit, considering the backstory to every fucking crate and statue that lies somewhere in a ditch. I've always been the kind of player who stops at the top of a mountain to look at the landscape or to roll the camera up at the ceiling to look at a fresco; who loves taking time for that and explore the details of a game, but I didn't realise there were so many things I've been missing despite paying attention to stuff like that. For example, I didn't really like Wicked Eyes & Wicked Hearts that much--unfortunately so, because I was very hyped for it and I love me some fancy ball scenes--but in my current playthrough, with all that in mind, I'll sure as hell appreciate this sequence a lot more.

Looking at the art also brings you closer to the game in a way, because we all know that scope and technology won't ever let us play or develop something that's a hundred per cent accurate to what we imagined or what we wanted to bring across in terms of looks and mood and atmosphere. The drawings however ...

The only thing that bothered me a little were that the pages were so glossy and the light kept reflecting off them. How the fuck am I supposed to enjoy the drawings when I can't see them?!

Jenny Masana says

An absolutely beautiful book that shows the artistic process of creating Inquisition; the book features characters and settings from concept art to finished product. Inquisition opens up more of the world of Dragon Age to us, and the book is an appropriate homage to that. The artwork is beautiful, and it has some interesting behind-the-scenes sorts of things: anecdotes, artists' explanations, etc.

This is a lovely addition to any Dragon Age fan's collection. My star rating is based on the artwork, and the sheer amount of it contained in the book. Also as a Dragon Age fan, I find it to be a valuable addition to my collection.

Emma Hasle says

I have thoroughly enjoyed my time spent thumbing through this art book. Every page is interesting and the art is so gorgeous! It has certainly inspired me to draw more and learn more about the history and lore of Dragon Age minus what they give you in-game. Would certainly recommend!
