

The Heart of Dead Cells: A Visual Making-Of By Benoit Reinier , Quality of book in terms of paper could be a bit better: 9782377840557 Nice art but a bit meagre regarding the making of the game. 9782377840557 An interesting art book quite well detailing on how dead cells came to be and provided interesting insight in Motion Twin company itself: Although I was expecting a bit more details on design decisions: Also most pictures lacked captions and explaining what I am looking at or who was the main artist of that particular piece: Lastly the paper quality is not great - all of the artwork looks a bit washed up and definitely doesn't look as good as it could. 9782377840557



The Heart of is a new collection half artbook half making-of: The game has been a huge success on PC the last years and it's now available on consoles (PS4 Xbox One Switch)[1]

Great colors scripts concepts and making process. Most of the stuff was covered extremely briefly. For an art book I didn't expect it will be that bad. Overall this book it not too bad. If you are a fan of Dead Cells - go for it. Just keep your expectations tame. The first issue deals with the independant game Dead Cells. A serious contender for the Game of the Year 2018 award. The Heart of Dead Cells: A Visual Making-Of.