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# The Art Of Metal Gear Solid V



## Synopsis

Witness the concept and design behind the genre-defining science fiction military action and drama with The Art of Metal Gear Solid V! Chronicling the development of Kojima Productions's magnum opus, and featuring hundreds of pieces of never-before-seen art, this beautifully assembled volume is an essential addition to any gamer's collection. Dark Horse is proud to offer a piece of gaming history with The Art of Metal Gear Solid V!

## Book Information

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## Customer Reviews

Japanese game publishing and development giant, founded in March 1969 by Kagemasa Kozuki as a jukebox rental/repair business. The company was officially established under the name Konami Industry Co., Ltd. in March 1973. Made famous in the old days for the Teenage Mutant Ninja Turtles, Contra coin-ops series, and Castlevania, Konami expanded its brands over the years with titles like Metal Gear Solid, NBA In the Zone, NHL Blades of Steel and Silent Hill, as well as a large number of rhythm games like Dance Dance Revolution. Since then, it has successfully grown with increased product franchises and continues to expand its lineup for both the home and coin operated markets. In 1998, Konami became a \$700 million dollar publicly traded company in Tokyo. It also has offices in North and South America, Europe and Asia.

I bought this artbook on and there are two things different from the description. The book I have has 224 pages instead of the listed 184, and the cover art is of Snake with his metallic hand instead of

the blood-soaked Snake and Quiet. This is a thick artbook packed with development art for the game. There are lots of designs for the characters, environment and props. You get to see familiar bold style of textures, black and white brush strokes used for character designs in earlier artbooks here again. There are also plenty of sketches, coloured concepts and the occasional 3D renders. Half the book is on characters. The mechas and other vehicles look great. One thing I like about Metal Gear Solid is their mechas really have that military feel. They are imposing and you can really feel the weight to all that metal. Weapons like arms designs are alright, not too different from the countless shooter games out there. There are several pages of prop designs, including the different cardboard boxes (lol). The rest of the book features environment art and scene paintings. There are also locations from Kingdom of the Flies which was dropped from the main game. The downside is there aren't any commentary or captions for the artworks. There are tiny handwritten Japanese annotations but they are not translated. I would have love to learn more about how the game was made and the design choices. Overall, it's a solid game art companion. Recommended to MGS fans. (See more pictures of the book on my blog. Just visit my profile for the link.)

The art of metal gear solid books continues to carry on the pedigree of its previous books in being a heavyweight tome of concept art. The book includes Yoji Shinkawa's energetic and flowing illustrations/sketches filled with detail along with the in game models. Characters, robotics, locations, weapons, items, signage, and glimpses into the unused concepts as well. On these fronts the book delivers as well as previous entries of the art of series have with the convenience of being sold in domestic markets. I subtracted a star because there's plenty of notes in the pages without translation. Besides the introduction from yoji shinkawa, chapters, and headings everything is in Japanese. The notes with arrows on the illustrations are left untranslated and I expected them to translate for the market it's being sold to. I think the Japanese releases of previous art of MGS series provided more information overall in their pages than what's given here. I'm thankful for the printing being available in the American market but Dark Horse could've done more than the bare minimum on this.

First off, as a Metal Gear Solid fan, who doesn't want this. Everything concept and art from the amazing minds of Kojima and his team and in the beautiful and mysterious style we've come to know the Metal Gear universe to be. Guns, characters, environments, Metal Gears (!?!) are all here and more than your hearts content, and especially if you're an artist and interested in concept design it's a little bible all in its own. What's that? You want to see a peak at the hidden third level

and the band of characters, bosses, and actual story that Konami ripped from Kojima's hands? Look no further, friend, it's there, and it's true, all of it. Plus a hidden message from Kojima to his fans about his departure from Konami rests on the last page, the final image of our Metal Gear saga. And now for Kojima productions to keep me stuck in my childhood well into my 40's. ONWARDS

I love this book!!! It covers everything from ground zeroes to the phantom pain it even has concept art of mission 51 kingdom of the flies. It was worth it although I wish it had the concept art for mgo3 in it as well but still an amazing book. I highly recommend it for metal gear fans

As a Kojima fan, as a Shinkawa fan, as an MGS fanatic - this is not all it's cracked up to be. I was hoping for pages dedicated to our beloved main characters, what went into their design and what not. Skull Face, Miller, Ocelot all have maybe one or two pages, if that. There's a lot of "cut content" ideas that never made it to the game that are very interesting. But honestly, I just don't think it's worth the price. I would recommend this only to the hardcore of hardcore fans who want their 'complete' MGS fan shrine.

Concept art is fantastic as always by Yoji Shinkawa and his team. As stated by other reviewers here the lack of English translation is sad. Specifically that there is not a lot of text to translate in the beginning. Can't help it but feel that there are some missing artworks not added into the book specially when I have completed the game to its fullest: (no prototype of sahelanthropus; just final outcome, nothing on parasite infected soldiers, no details about the hospital on mother base except for half a page...). Previous installations of the series artbooks were much more comprehensive. Layout also could have been improved. All the above aside, I would still recommend this to any fan of the series and a fan of Yoji-san's work.

An incredible Art Book, featuring art from concept to final pieces by the incredibly talented Yoji Shinkawa and other Artist from Kojima Studios, and the Konami Team. It's a shame that some of the concepts never made it in game, but it doesn't detract from how amazing they are. highly recommend this book for fans of the series, and art enthusiasts.

Yoji Shinkawa and teams art shines in this detailed and beautiful book. Really great to get an insight into the teams vision before it was cut short by Konami. Metal Gear art books are often rare and hard to find, so pick this one up while it is available!

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