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Darkstalkers: Official Complete Works



Synopsis

It's the ultimate collection of Darkstalkers artwork and history! Darkstalkers: Official Complete Works collects the artwork of every Darkstalkers game, including key visuals, character illustrations, promotional artwork, rough concepts, and creator commentary. Also featured are multiple new interviews with the creators behind the series, plus all-new tribute pinups from your favorite Capcom artists!

Book Information

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Customer Reviews

I have the Darkstalkers Graphic File book and a prior reviewer mentioned that much of this book is recycled from that. This is true. However, I don't regret having purchased both. This book is laid out perfectly, with full-page tribute/poster artwork to start and each individual game art to follow. You'll find yourself reading about every step of the process: original design, concepts, troubles & concerns and a retrospective look at what the artist might change today looking back. It's a depth I've seen in some books but never to the extent Darkstalkers Official Complete Works has and it keeps me going back. As I run a site that collects Street Fighter & Darkstalkers art, most of the game-specific art is nothing new, but they are large pictures and are wonderful. This book collects everything including Darkstalkers Resurrection from 2013. However, that's only half the book. Covering all the games in the series (and referring to them by their Japanese names where applicable), the book then goes on to supplemental materials and art where Darkstalkers fighters appeared in other titles. While I expected Marvel vs. Capcom and Capcom Fighting Jam to be in there, I was surprised to see even

titles like Namco X Capcom and Cross Edge. Once again we're treated to sketches, concept art, level background design, calendars, posters, promo art... (I could really go on for a while). This book also includes translated interviews, character bios and more. The last sections of the book are jam packed with images. I may be gushing here, but having collected several hundred dollars' worth of art books, I've seen few include quite so much. I have some in my collection that warrant a gander every so often, but with so many visuals and so much accompanying text, it's fun to return and I haven't nearly read it all yet. Finally, the quality of the paper is high and the binding is solid. It's not the best in my collection and by far not the worst. I think Udon has improved their game and put out one of the best collections. For any fan of Vampire/Darkstalkers, I think this is a no-brainer.

In my years as a Darkstalkers fan I've acquired over half a dozen books based on/around the series, including just about every comic/manga compilation, artbook and game guide released in English. So I feel confident in saying if you're only looking to get one Darkstalkers book, this is it. This book is overflowing with development and behind-the-scenes sketches, most of which I had never seen before. As well as reproductions of familiar promotional images, for the most part printed bigger and better than I have seen previously. Just about every image is accompanied by brief commentary ranging from the silly to the insightful by the artist who created it. There are also 16 pages in the back of the book devoted to interviews with the series developers. There's really no comparison when it comes to English language Darkstalkers art/coffee table books. "Darkstalkers: Graphic File" is a surprisingly anemic book which is full of move-lists (which you could get online free), microscopic pictures/screenshots and small/hard-to-read-character bio text, along with an overview of series games and merchandise in the back. "Darkstalkers Tribute" is literally just a fan art collection. "Tribute" has got some good art in it of course, most of which isn't reproduced in "Complete Works", but you could get a good chunk, maybe most, of said contents for free by browsing deviantart. Bottom Line: This is the definitive English-language book on the series for Darkstalkers fans or fans of gaming art and history in general.

I love to look at other people's Art as it inspires my own artistic creativity. This book is full of beautiful art from the history of DARKSTALKER games. And I recommend anyone this book whether you're just a fan of game art or looking for inspiration for your own character creations. This book takes you through the evolution of the characters over the games and years. And makes you wish you had the

games to play now if you never had them or just don't anymore. Only thing I wish more is that people had videos with books like this from start to finish of a character, in a tutorial view showing you how to make or remake that image, and show off their studio setup what equipment they use and recommend for what ever type of art your into. I think something like that with a book like this would make it 100 times better. I would love to see them actually making the characters.

great art book very high quality paper and images

Excellent artbook, extremely detailed art and some explanation about concept arts and several details on stage. A must for fans to the Capcom franchise

This book is simply amazing! Everything from the massive amount of character artwork and iterations to the staff interviews! I really wish that Darkstalkers are Not Dead...

Absolutely beautiful collection of artwork. There is a lot of concept art that shows what could have been for a lot of characters, even characters that were planned, like Anita! The various artist comments give good insight to what goes on in their minds and what went along in the planning process for the games. I recommend this if you are a Darkstalkers fan.

Not sure about the illustrations because this was a gift for my friend but i will say it is a lot bigger than i expected so you will get your moneys worth for sure. Also for anybody who is a fan of darkstalkers its a must buy.

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