

# The Art Of Mass Effect Andromeda

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*The Art Of Mass Effect  
Andromeda*

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## FRENCH ANGELO

**The Art of The Last of Us** Del Rey  
Over 200 pages of gorgeous art that delves into the characters, settings, and equipment of Gears 5--all collected in a full-color digital tome! Unearth the origins of the Swarm and journey across the war-torn and diverse landscapes of Sera while exploring art from the first Gears game to be headed by Kait Diaz. This bold new chapter in the Gears of War series is examined in fastidious detail, chronicling the development of the action-packed game with art that spans from early concepts to polished renders. Dark Horse Books and The Coalition proudly join to present The Art of Gears 5, diving into the sunken ruins of the ancient Locust horde, and peering at in-depth collections of art from the enthralling world, captivating characters, and distinctive weapons of Gears 5!

*The Art of Video Games* Dark Horse Comics

THE OFFICIAL TIE-IN TO THE LATEST INSTALLMENT OF ONE OF THE MOST POPULAR AND SUCCESSFUL GAME FRANCHISES EVER - MASS EFFECT Titan Books will work closely with acclaimed video game developer BioWare to publish three brand new novels set in the universe of MASS EFFECT(TM): ANDROMEDA. The action will weave directly into the new game, chronicling storylines developed in close collaboration with the BioWare game team. The action takes place concurrently with the adventure of the game itself, setting up the story and events of the game adding depth and detail to the canonical MASS EFFECT saga.

BioWare: Stories and Secrets from 25 Years of Game Development Dark Horse Books

"Published in cooperation with the Smithsonian American Art Museum."

**The Art of Mass Effect** Ballantine Books  
The award-winning Mass Effect series captured the renegade hearts and paragon souls of gamers everywhere with it's memorable characters, stunning visuals, and visceral combat! Now, journey

to a new galaxy with Dark Horse's The Art of Mass Effect Andromeda- featuring never-before-seen art of the hotly anticipated game's characters, arsenal, locations, vehicles, and more! Exclusive never before seen concept art from the making of Mass Effect Andromeda! The comprehensive companion to the wildly anticipated Mass Effect Andromeda!

*The Forever War* Prima Lifestyles

The Mass Effect trilogy is a groundbreaking epic that has immersed gamers in one of science fiction's richest universes. Now BioWare and Dark Horse are proud to invite fans deeper than ever into the Mass Effect saga with The Art of the Mass Effect Universe! Featuring concept art and commentary by BioWare on the games' characters, locations, vehicles, weapons, and more (including Mass Effect 3) The Art of the Mass Effect Universe is the most complete companion available to gaming's most compelling series!

**Mass Effect: The Complete Comics**

Udon Entertainment

Written by the lead writer of the games, Mass Effect 2 and Mass Effect 3, Mac Walters, Mass Effect: Foundation features the franchise's most beloved characters in their most exciting, never-before-seen adventures, set during the events of BioWare's ultra hit science fiction trilogy! Follow Miranda Lawson and Jacob Taylor as they chase Commander Shepard to the lawless and dangerous Terminus Systems, where no training can prepare them for what they'll find! Then, join the beautiful and cunning Agent Rasa as she hunts the lethal biotic powerhous, Jack, and crosses paths with the deadly master assassin, Thane Krios!

The Art of Anthem Limited Edition Dark Horse Comics

The award-winning Mass Effect series captured the renegade hearts and paragon souls of gamers everywhere with it's memorable characters, stunning visuals, and visceral combat! Now, journey to a new galaxy with Dark Horse's The Art of Mass Effect Andromeda- featuring never-before-seen art of the hotly anticipated game's characters, arsenal, locations, vehicles, and more! This deluxe

hardcover is an essential addition to any gamer's collection! Exclusive never before seen concept art from the making of Mass Effect Andromeda! The comprehensive companion to the wildly anticipated Mass Effect Andromeda!

**Mass Effect-The Poster Collection** Dark Horse Comics

From the creator of the popular website Ask a Manager and New York's work-advice columnist comes a witty, practical guide to 200 difficult professional conversations—featuring all-new advice! There's a reason Alison Green has been called "the Dear Abby of the work world." Ten years as a workplace-advice columnist have taught her that people avoid awkward conversations in the office because they simply don't know what to say. Thankfully, Green does—and in this incredibly helpful book, she tackles the tough discussions you may need to have during your career. You'll learn what to say when • coworkers push their work on you—then take credit for it • you accidentally trash-talk someone in an email then hit "reply all" • you're being micromanaged—or not being managed at all • you catch a colleague in a lie • your boss seems unhappy with your work • your cubemate's loud speakerphone is making you homicidal • you got drunk at the holiday party Praise for Ask a Manager "A must-read for anyone who works . . . [Alison Green's] advice boils down to the idea that you should be professional (even when others are not) and that communicating in a straightforward manner with candor and kindness will get you far, no matter where you work."—Booklist (starred review) "The author's friendly, warm, no-nonsense writing is a pleasure to read, and her advice can be widely applied to relationships in all areas of readers' lives. Ideal for anyone new to the job market or new to management, or anyone hoping to improve their work experience."—Library Journal (starred review) "I am a huge fan of Alison Green's Ask a Manager column. This book is even better. It teaches us how to deal with many of the most vexing big and little problems in our workplaces—and to do so with grace, confidence, and a

sense of humor.”—Robert Sutton, Stanford professor and author of *The No Asshole Rule* and *The Asshole Survival Guide* “Ask a Manager is the ultimate playbook for navigating the traditional workforce in a diplomatic but firm way.”—Erin Lowry, author of *Broke Millennial: Stop Scraping By and Get Your Financial Life Together*

**The Art of The Mass Effect Universe**  
Del Rey

Essays, discussions, and image portfolios map the evolution of art forms engaged with the Internet. Since the turn of the millennium, the Internet has evolved from what was merely a new medium to a true mass medium—with a deeper and wider cultural reach, greater opportunities for distribution and collaboration, and more complex corporate and political realities. Mapping a loosely chronological series of formative arguments, developments, and happenings, *Mass Effect* provides an essential guide to understanding the dynamic and ongoing relationship between art and new technologies. *Mass Effect* brings together nearly forty contributions, including newly commissioned essays and reprints, image portfolios, and transcribed discussion panels and lectures that offer insights and reflections from a wide range of artists, curators, art historians, and bloggers. Among the topics examined are the use of commercial platforms for art practice, what art means in an age of increasing surveillance, and questions surrounding such recent concepts as “postinternet.” Other contributions analyze and document particular works by the artists of And/Or Gallery, Cory Arcangel, DIS, Cao Fei, the Radical Software Group, and others. *Mass Effect* relaunches a publication series initiated by the MIT Press and the New Museum in 1984, which produced six defining volumes for the field of contemporary art. These new volumes will build on this historic partnership and reinvigorate the conversation around contemporary culture once again. Copublished with the New Museum of Contemporary Art, New York Important Notice: The digital edition of this book is missing some of the images found in the physical edition. Contributors Cory Arcangel, Karen Archey, Michael Bell-Smith, Claire Bishop, Dora Budor, Johanna Burton, Paul Chan, Ian Cheng, Michael Connor, Lauren Cornell, Petra Cortright, Jesse Darling, Anne de Vries, DIS, Aleksandra Domanović, Harm van den Dorpel, Dragan Espenschied, Rózsa Zita Farkas, Azin Feizabadi, Alexander R. Galloway, Boris Groys, Ed Halter, Alice Ming Wai Jim, Jogging, Caitlin Jones, David Joselit, Dina Kafafi, John Kelsey, Alex

Kitnick, Tina Kukielski, Oliver Laric, Mark Leckey, David Levine, Olia Lialina, Guthrie Loneragan, Jordan Lord, Jens Maier-Rothe, Shawn Maximo, Jennifer McCoy, Kevin McCoy, Gene McHugh, Tom Moody, Ceci Moss, Katja Novitskova, Marisa Olson, Trevor Paglen, Seth Price, Alexander Provan, Morgan Quaintance, Domenico Quaranta, Raqs Media Collective, Alix Rule, Timur Si-Qin, Josephine Berry Slater, Paul Slocum, Rebecca Solnit, Wolfgang Staehle, Hito Steyerl, Martine Syms, Ben Vickers, Michael Wang, Tim Whidden, Anicka Yi, and Damon Zucconi

*Mass Effect Volume 3: Invasion* MIT Press

George Orwell set out ‘to make political writing into an art’, and to a wide extent this aim shaped the future of English literature – his descriptions of authoritarian regimes helped to form a new vocabulary that is fundamental to understanding totalitarianism. While *1984* and *Animal Farm* are amongst the most popular classic novels in the English language, this new series of Orwell’s essays seeks to bring a wider selection of his writing on politics and literature to a new readership. In *Politics and the English Language*, the second in the Orwell’s Essays series, Orwell takes aim at the language used in politics, which, he says, ‘is designed to make lies sound truthful and murder respectable, and to give an appearance of solidity to pure wind’. In an age where the language used in politics is constantly under the microscope, Orwell’s *Politics and the English Language* is just as relevant today, and gives the reader a vital understanding of the tactics at play. ‘A writer who can – and must – be rediscovered with every age.’ — Irish Times

[Mass Effect - Andromeda: Nexus Uprising](#)  
Dark Horse Comics

This prequel to BioWare’s science fantasy Action RPG introduces two gifted siblings struggling for survival in a world full of danger. From the video game developer that has defined roleplaying games with seminal franchises such as *Mass Effect*, *Dragon Age*, *Baldur’s Gate*, and *Star Wars: Knights of the Old Republic* comes a world brimming with new heroes, new threats, and new stories. Yarrow—one of the brave warriors known as Freelancers who pilot powerful Javelin exosuits—rescues a lone boy, Kismet, from an ambush. With no family left alive, Kismet is placed with a family in Fort Tarsis, a human outpost surrounded by untamed wilderness. His adoptive sister, Jani, struggles with Kismet’s withdrawn personality at first, but over the years, the two become close friends. As they grow, Jani learns to fly and fight in Javelin armor, while Kismet trains

to join the ranks of the mysterious Cyphers. The pair find themselves split, each pursuing their own craft of war, until an enemy force—large and vicious—appears on the horizon, bringing them together to face their ultimate test. They vowed to defend humanity, but can they protect each other?

#### **The Art of Brutal Legend** Image

From the BioWare’s isometric role-playing roots to its intense space operas and living worlds, chart the legendary game studio’s first 25 years in this massive retrospective. *BioWare - Stories and Secrets from 25 Years of Game Development* puts you in the room during key moments in BioWare’s history, with never-before-seen art and photos anchored by candid stories from developers past and present. See what it took to make games in those wild early days. Pore over details of secret, cancelled projects. Discover the genesis of beloved characters and games. Presented and designed by Dark Horse Books, this tribute to BioWare’s legacy is a must-have for any fan of the best stories you can play.

#### **Mass Effect** Dark Horse Books

*Mass Effect: Andromeda*, one of the year’s most hotly anticipated video games, will be released in Spring 2017. Dark Horse is pleased to be releasing *Mass Effect: Discovery*, the canonical comic continuation! A young Turian military recruit goes undercover in order to infiltrate the mysterious Andromeda Initiative—and ultimately retrieve a scientist who’s made a potentially devastating discovery. Tying in to the highly anticipated release of *Mass Effect: Andromeda*, writer Jeremy Barlow and artist Gabriel Guzman team up to create the next exciting chapter of the *Mass Effect* comics series!

[The Art of Mass Effect](#) Dark Horse Comics Expanded with never before seen works of art, this new edition delves deeper than ever into the sci-fi saga that changed video games forever. Contains extensive new material from the DLCs for all three games—including the award-winning “Lair of the Shadow Broker” from *Mass Effect 2* and the fan-favorite “Citadel” from *Mass Effect 3*. Experience the evolution of the aliens, planets, ships, and technology that define this iconic science fiction universe, as the developers who brought BioWare’s masterpiece to life take you from the earliest design sketches through to the meticulous final renders. Brimming with concept art and commentary, this expanded edition is the ultimate companion to one of the greatest series in the history of gaming!

#### **Mass Effect** Dark Horse Comics

On the distant, lawless edge of the populated galaxy, Jacob Taylor and Miranda Lawson are sent to search for the body of the deceased Commander Shepard. Instead, they encounter a threat that could lead to their demise as well! Then, Jacob and Miranda's mission takes a deadly turn as the duo find themselves in the gun sights of a vicious batarian warlord! Mass Effect 2 and 3 lead writer Mac Walters continues the thrilling series set during the events of BioWare's blockbuster science fiction trilogy! The Art of the Mass Effect Trilogy: Expanded Edition MIT Press

The Assassin's Creed series is renowned for its skillful blend of historical fiction, epic environments, and exciting action. This art book offers an insider's look at the immersive art direction of Assassin's Creed Valhalla, the first title in the franchise to explore Norse culture and the Viking invasion of England in the 9th century. Featuring iconic artworks ranging from stunning settings to brutal weapons, as well as developer insights.

Mass Effect Dark Horse Comics

An all-new adventure inspired by the award-winning videogame from BioWare! The universe is under siege. Every fifty thousand years, a race of sentient machines invades our galaxy to harvest all organic life-forms. They are the Reapers. Two people who know the truth are desperately searching for a way to stop the cycle: Navy admiral David Anderson

and his partner, Kahlee Sanders. They have uncovered grisly evidence proving that the Reaper threat is real. But in so doing they have exposed the machinations of Cerberus, a secretive paramilitary organization, and its mysterious leader, the Illusive Man—putting David and Kahlee in mortal danger, for Cerberus will stop at nothing to protect its secrets. But along the way, they find an unlikely ally in Gillian Grayson, a young woman with extraordinary powers. Once the subject of horrifying scientific experiments, Gillian is now free—and beginning to master her deadly abilities. But after learning that Cerberus was responsible for the death of her father, Gillian swears vengeance against the group and the Illusive Man—threatening to unravel everything Kahlee and David are fighting for.

*The Art of Mass Effect: Andromeda* Dark Horse Comics

These four essential stories from Walters and the writers of Mass Effect 3 star characters central to BioWare's latest epic, including James Vega, Tali, Garrus, and Liara, in adventures that reveal their unbreakable connections to their homeworlds! Collects Mass Effect: Homeworlds #1-#4.

**The Art of Assassin's Creed Valhalla**

Dark Horse Comics

Picking up where the bestselling videogames left off, the Mass Effect novels take readers into the far reaches of outer space. From the prequel novel, Revelation,

to the series capstone, Deception, these original adventures weave together a science fiction epic as they follow Starship Alliance commander David Anderson and his young protégée, scientist Kahlee Sanders, in their battle to save humanity. Packaged together for the first time, this exhilarating eBook bundle includes: REVELATION ASCENSION RETRIBUTION DECEPTION Since discovering a cache of Prothean technology on Mars in 2148, humanity has spread to the stars. Now, on the edge of colonized space, ship commander and Alliance war hero David Anderson investigates the remains of a top secret military research station. Who attacked this post and for what purpose? And where is Kahlee Sanders, the young scientist who mysteriously vanished from the base hours before her colleagues were slaughtered? Sanders is now the prime suspect, but finding her creates more problems than it solves. Partnered with a rogue alien agent he can't trust and pursued by an assassin he can't escape, Anderson battles impossible odds on uncharted worlds to uncover a sinister conspiracy—one he won't live to tell about. Or so the enemy thinks.

*The Art of Dragon Age: Inquisition*

Macmillan

"Del Rey book." Battling the Taurans in space was one problem as Private William Mandella worked his way up the ranks to major. In spanning the stars, he aged only months while Earth aged centuries.