



THE ART OF

DOOM

Resumo de Art of Doom

From id Software, the studio that pioneered the first-person shooter genre and coined the multiplayer term Deathmatch, comes a massive art tome from the highly anticipated next installment of "DOOM"!

From the massive UAC facilities on Mars to the depths of hell, uncover never-before-seen sketches and concept art from DOOM. The book also features an exclusive look at the development of the relentless demons of hell, devastating, over-the-top weapons, as well as the iconic "DOOM" marine-- all accompanied by commentary from the developers themselves.

"The Art of DOOM" is indispensable for fans of video games, visceral first-person shooter combat, and pulse-pounding action! This is the companion Art book for "DOOM," the latest installment of the "Doom" franchise, set for release May 13th 2016.

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