

# HALF-LIFE 2: RAISING THE BAR BY DAVID HODGSON



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# HALF-LIFE 2: RAISING THE BAR BY DAVID HODGSON PDF

- Unprecedented access behind Half-Life and Half-Life 2
- A forward by Valve founder Gabe Newell
- Hundreds of art, design, preproduction, and other art pieces crammed into the book
- Over a dozen key members of Valve's staff interviewed
- Officially approved by Valve
- Behind City 17 and other locations
- The development of the Source engine
- A rogue's gallery of beasts, characters, and monstrosities
- Key weapons development revelations
- A tour of many of the game's locations, from inception to completion
- Filled with art, screens, and anecdotes from the Valve team

- Sales Rank: #238842 in Books
- Published on: 2004-11-23
- Released on: 2003-10-07
- Ingredients: Example Ingredients
- Original language: English
- Number of items: 1
- Dimensions: 11.10" h x .90" w x 8.90" l,
- Binding: Hardcover
- 288 pages

Most helpful customer reviews

0 of 0 people found the following review helpful.

I love this book

By Luke

So I'm a huge HL nerd - full disclosure. I love this book. It was used...certainly showed it. Someone donated it to Goodwill somewhere in the midwest and they put it up on Amazon...smart cookies. Just lots of cool concept art and anecdotes from the development of the HL games...plus some other Valve stuff...CS and such. I love the architectural concept art. If you're as big a nerd as I am, you definitely need this book on your coffee table.

11 of 24 people found the following review helpful.

Great pictures, not much else

By Brian A. Tuftee

I guess I was looking for more of the details behind the making of Half-life 2, not just tons of concept art. The artwork is very nicely presented in rich glossy color, but the behind the scenes content isn't there. If you want a better book for looking behind the scenes of a computer game, get the Doom 3 Making Of book instead.

14 of 15 people found the following review helpful.

A nice resource on the art and creation of Half-life 2

By Sylvia F

I bought this book hours after I finished Half-Life 2, still excited about the world I'd just played through. It didn't disappoint. Not only does it have an ample amount of sketches (from Half-life 1 AND Half-life 2) and earlier/scrapped monster and level designs, it has commentary on nearly all of them from various staff-members. The book has information on the voice actors, level construction, some story samples passed around Valve as an example of the atmosphere they were trying to achieve, real-life architectural influences on the game and a few interesting tidbits on the world itself we never find out in the game. (For example, want to know a bit more about the mysterious Combine? Want to know what a fully-evolved headcrab looks like? Things like these are scattered around the book)

If you're one of those people who wants to know "What changed from Valve's original vision for Half-life 2?" (and some of those changes are surprising and quite substantial) or "How did the artists and designers and coders work together?" or if you just enjoy seeing sketches and concept designs (which are always interesting to look at and in some cases, even beautiful) this is the perfect book for you.

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