



The Art and Making of Star Wars: The Force Unleashed

By Haden Blackman, Brett Rector

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The Art and Making of Star Wars: The Force Unleashed By Haden Blackman, Brett Rector

The *Star Wars* saga continues! *The Force Unleashed: Art of the Game* chronicles the four-year development of the anxiously awaited, action-packed video game (releasing April 2008) developed by LucasArts from conception to completion. The book reveals innovative game design concept and images, three-dimensional renders, and behind-the-scenes photos. *The Force Unleashed* game casts players as Darth Vader's "Secret Apprentice" and promises to unveil new revelations about the *Star Wars* galaxy. The expansive story, created under direction from George Lucas, is set during the unexplored era between *Star Wars* Episode III: *Revenge of the Sith* and *Star Wars* Episode IV: *A New Hope*. The game re-imagines the scope and scale of the Force by taking full advantage of new technologies that will be seen and experienced for the first time, such as Digital Molecular Matter (DMM) by Pixelux Entertainment and euphoria by NaturalMotion Ltd., paired with the powerful Havok Physics (TM) system. These new technologies create gameplay only possible on the new generation of consoles. DMM incorporates the physical properties of objects in the environment so that every element reacts exactly as it should--wood breaks like wood, glass shatters like glass, Felucian plants bend in their unique way, and more. Meanwhile, as a revolutionary behavioral-simulation engine, euphoria enables interactive characters to move, act, and even think like actual human beings, adapting their behavior and resulting in a different response every single time. Well before its release, *The Force Unleashed* game is already buzzing on blogs and gamer websites, at gamer conferences, and among *Star Wars* fans. LucasArts is fully backing the promotion of the game to the tens of millions of *Star Wars* fans around the world.

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Editorial Review

About the Author

Haden Blackman is the project leader for *The Force Unleashed* game. He is the author of *The Field Guide to North American Monsters* and *Star Wars: The New Essential Guide to Vehicles and Vessels*. He has also worked extensively within the *Star Wars* universe on a variety of video games and comic book projects, including *Dark Horse Comics' Jango Fett: Open Seasons*, *LucasArts' Star Wars Galaxies: An Empire Divided*, and *The Ruins of Dantooine*, the first novel based on *Star Wars* galaxies.

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