



Art of Doom

By Bethesda Games

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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 immense 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, and 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!

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Editorial Review

About the Author

Bethesda Game Studios® is the award-winning development team known around the world for their groundbreaking work on the Fallout series and *The Elder Scrolls* series. Creators of the 2006 'Game of the Year', *The Elder Scrolls IV: Oblivion*®, the 2008 'Game of the Year', *Fallout*® 3, the 2011 'Game of the Year', *The Elder Scrolls V: Skyrim*®, and most recently *Fallout*® 4, Bethesda Game Studios has earned its reputation as one of the industry's most respected and accomplished game development studios.

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