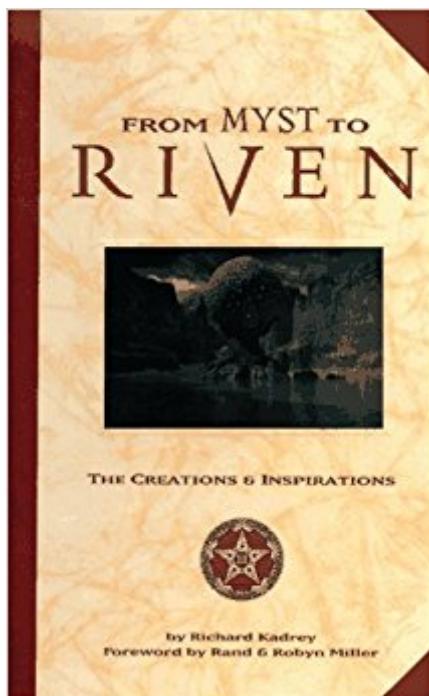


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From Myst To Riven: The Creations And Inspirations



Synopsis

With full-color photographs, MYST / RIVEN: The Art of the Game gives readers a behind-the-scenes look at the luminous art and fantastic creation of the world's bestselling CD-ROM phenomenon, MYST, and its stunning sequel, RIVEN.

Book Information

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Customer Reviews

When Myst--the bestselling CD-ROM game of all time--was released, it was a labor of love between two brothers and a small staff. The team used relatively simple tools and pure imagination to craft a game that was like no other and that appealed to millions of people worldwide. When the Miller brothers and their growing company, Cyan, began work on the sequel, Riven, they knew that topping themselves would be no easy task. Not just for Myst junkies, From Myst to Riven is a wonderful journey through the minds and imaginations of everyone who created this more-than-worthy sequel. Told alongside dozens of beautiful full-page photos, development sketches, maps, and diagrams, the book describes the ground-breaking process that was the creation of the most highly anticipated computer game of all time. Throughout each chapter, you can follow the entire development process, from the first seeds of a concept to fully rendered realization. There are plenty of behind-the-scenes stories, profiles of the creators, and insight into their inspirations to keep Myst junkies sated, but the true gold of this volume is the artwork. More than simple backgrounds for gameplay, the design and look of the original Myst was beautiful, haunting, and original. Riven far exceeds the standards set by the original, delivering even more breathtaking imagery and landscapes, combining the weird and fantastic with the familiarity of

nature.

Until recently I had no idea that this book existed. I received Riven as a christmas present in 1997. I was ten years old. I also received the official strategy guide, which in the back contained an interview with the Miller brothers. From that point on I was fascinated with game design and story-writing, and enthralled by the world of Myst and Riven for years to come. This book contains interviews with the game designers, technicians, and dreamers behind this wonderful game series. The book is beautifully composed as well. Over 14 inches by 10, with full-page, full-color glossy illustrations, it shows the game world as it could not be experienced on a 640x480 pixel display. This book, like the game's Ages, will bring a rush of exhilaration as you learn about the creation of the beautiful worlds of that enthralling masterpiece Riven.

Look, if you loved Myst and Riven, and you like artbooks, then you need this. That's all I have to say about it. Makes an awesome coffee table book; tons of nice full image spreads, and cool little tidbits of information for fans to drink up!

For those of us who are die-hard fans of Myst and Riven, this book in an invaluable addition to our home. It's inspirational to read through and literally submerges you into a feeling of being in another world, similar to the way you feel when you walk out of a movie theatre after seeing a film you were totally involved in. The art of Myst and Riven is such an enhancement to this game that challenges your brain on so many intellectual and spiritual levels, the graphic creations put you in the "zone" at once. I highly recommend this book to people who have fallen in love with the Myst and Riven series of games.

If you're a serious MYST series fan and your curiosity calls you to explore more deeply how such an ingenious creation was envisioned and created then you'll want this book in your collection. The cover alone is beautiful, not to mention the artwork and information within. I'll never forget how super cool this game was way back when I first played. This book will put you back in touch with that magic.

I absolutely love this book. I'm an avid fan, of course, and this was a wonderful glimpse into the worlds Cyan created, and the making of the games. It includes both elements very well, from notes from the developers to background information of D'ni counting and grammar structure. The pages

are full-color and on high gloss high quality paper, and the book is large, like a coffee table type book. The front cover image could be one of five images, from an image of the Tay tree to Gehn's 233rd age and more. All of them are beautiful. This volume is very much worth adding to any *Myst* collection.

Despite having read all the five star articles, about how wonderful this books is. I was still utterly blown away by it when i received mine. The book cost me about 85\$ with shipping, but I live in DK so in addition I had to pay extra tax totaling a cost of over 100\$, despite that this book is still well worth it. note however if you live outside the US. you might want to check shipping options since this book is very large (about 35cm in height)and it will cost a great deal to ship, thus you might get it via regular mail (witch takes forever). For anyone interested in CG, computer game history, *Myst*, *D'ni*, or Multimedia, This book is an absolute must!

The copy I received contained many images that were ridiculously dark. I bought the book used mostly for the text content, but had I paid the original (high) price I would have returned it.

Exquisitely illustrated, beautiful layout and easy to read, this book provides insight into the making of these groundbreaking computer games. Richard Kadrey has created this volume clearly showing his love and appreciation of the *Myst* game. This book should be included in the library of every design college, as it shows the development, mapping and design process of the creation of *Myst*.The book has an introduction by Rand and Robyn Miller and is divided into four parts: Inception, Preparation, Construction and Completion. Included is even a lexicon of the *D'ni* grammar.Well worth the wait and the price!

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