

XENOBLADE CHRONICLES™ 2

COLLECTED WORKS | L'ŒUVRE COMPLÈTE



Xenoblade Chronicles 2

COLLECTED WORKS | L'ŒUVRE COMPLÈTE

BY KBG GUIDES



Two hundred and twenty... That sounded like a daunting number of pages to fill when I first heard it. But when I saw just how much artwork had been created in total, I came to realize that maybe, probably—no, without a doubt—there was no way we'd be able to include it all.

So I should begin by thanking all the artists for accomplishing this feat. The games we build require lots of design and concept sketching, but this time, those efforts reached new heights. This in itself isn't hard to believe, given that these days, it's rarely possible to complete a game simply with the staff you have on hand. The contributions we receive from our many external partners elevate the quality of our creations to something we're proud to show the world.

In development environments such as this, the power of art can't be overstated. A single piece of art can convey the look, feel, and nature of the object that designers then set out to craft in-game. Trying to communicate the same qualities with words alone... Let's say it would be difficult, if not impossible, to get the same points across.

While it's true that concept art exists primarily as a basis upon which to design in-game models and assets, it fulfills other important roles as well. This time around, the artwork breathed life into the characters we were designing from an early stage, right down to their facial expressions. As a result, the in-game versions of those characters are all the more refined, and their emotional range comes through in the final product.

For the original *Xenoblade Chronicles™* game, this character design artwork simply didn't exist; all we had were costume designs for the clothing the characters wore. This meant we were forced to create the CG character models to fit those costume designs. And what's more, the only artwork released of those characters were retouched versions of their CG models—there was no concept art to speak of, not like this at any rate. This exposes one of our shortcomings at Monolith, but for this project, Saito-san [Masatsugu Saito - Main Character Design] and Tek-kun [Tetsuya Nomura - Torna Character Design] covered for and supported us on the character design front, and I'm truly thankful to them for their efforts.

On the other hand, at Monolith we pride ourselves on our design of backgrounds and technological gadgets. When I'm setting out to make a game, nothing stokes my creative fires more than all the detailed, high-quality assets our artists turn out, and I'm incredibly grateful to them. As I write this on an evening in August, just before our game masters up, I'm still not quite sure how many pieces of art will be included in this book you're holding. But if the selections included here help to convey the craft and care we pour into our creations, I'll feel we've done our job well.

—Tetsuya Takahashi - Executive Director

Deux cent vingt... Ça m'a paru intimidant la première fois que j'ai entendu ce nombre, mais lorsque j'ai vu la quantité de concepts créés au total, j'ai réalisé que peut-être... non, que sans aucun doute qu'il serait impossible de tout inclure.

Donc, je me dois de commencer en remerciant tous les artistes d'avoir accompli cet exploit. Les jeux que nous concevons requièrent une grande quantité de croquis conceptuels et d'esquisses, mais cette fois-ci, ces efforts ont atteint de nouveaux sommets. Ce n'est pas difficile à croire, étant donné que de nos jours, il est rare de compléter un jeu uniquement avec l'équipe initiale. La contribution de nos partenaires externes rehausse la qualité de nos créations à un niveau où nous sommes fiers de les présenter à tous.

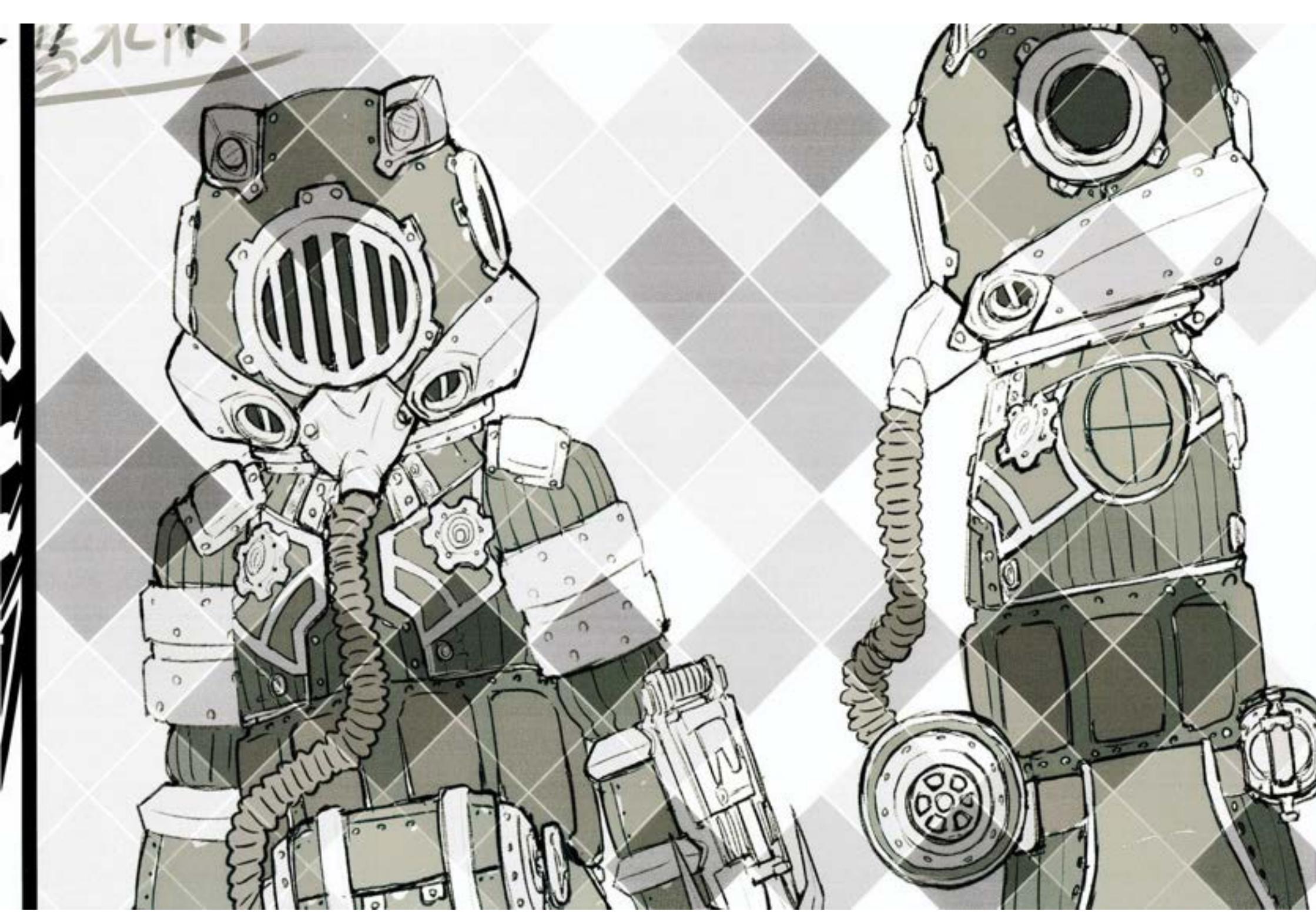
Dans un environnement de développement comme celui-ci, le pouvoir de l'art ne peut être surévalué. Une seule pièce d'art peut transmettre l'apparence, la sensation et la nature d'un objet, qui est ensuite recréée dans le jeu par les concepteurs. Tenter de communiquer ces mêmes qualités en mots seulement... disons que ça serait complexe, même quasi impossible pour faire valoir ses idées aussi facilement.

Même s'il est vrai que l'art conceptuel existe principalement pour servir de base à la conception de modèles et d'actifs intrajeux, il remplit également d'autres rôles importants. Cette fois-ci, dès les premiers stades de développement, l'art donne vie aux personnages jusqu'à leurs expressions faciales. Résultat, les personnages dans le jeu sont plus raffinés et leur gamme d'émotions est palpable dans la version finale.

Pour le jeu original *Xenoblade Chronicles™*, le design de personnages n'existeait tout simplement pas, tout ce que nous avions était le design de costumes pour l'habillage des personnages. Cela signifie que nous avons été forcés de créer des personnages numériques adaptés au design de ces costumes. De plus, les seuls designs de personnages disponibles étaient ceux provenant de la version retouchée de leurs modèles numériques. Autrement dit, il n'y avait pas de conceptualisation, pas comme c'est le cas présentement en tout cas. Cela expose l'une de nos lacunes chez Monolith, mais pour ce projet, Saito-san [Masatsugu Saito - concepteur du personnage principal] et Tek-kun [Tetsuya Nomura - concepteur de Torna] ont pris en charge le design de personnages et je suis grandement reconnaissant de leurs efforts.

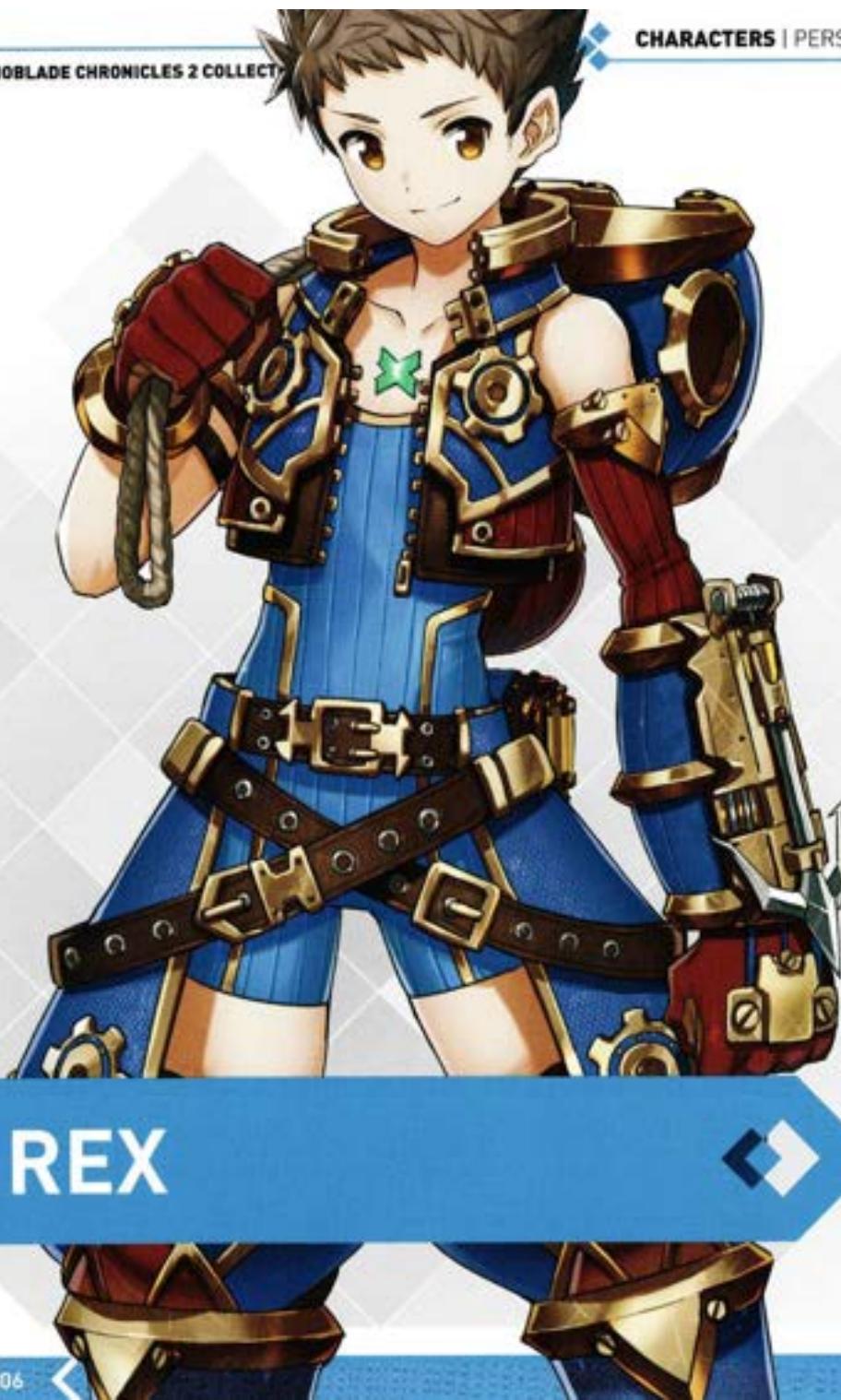
D'autre part, chez Monolith, nous sommes fiers du design de nos arrière-plans et appareils électroniques. Quand je me prépare à créer un jeu, rien ne stimule plus ma flamme créative que les actifs détaillés et de grande qualité que nos artistes produisent et je leur en suis incroyablement reconnaissant. Alors que j'écris ces mots par une soirée d'août, juste avant de produire la version finale de notre jeu, je ne suis toujours pas certain du nombre total de pièces d'art inclus dans le livre que vous avez actuellement entre les mains. Toutefois, si la sélection incluse dans cet ouvrage contribue à transmettre l'art et l'attention que nous portons à nos créations, j'aurai le sentiment du devoir accompli.

—Tetsuya Takahashi - Directeur exécutif



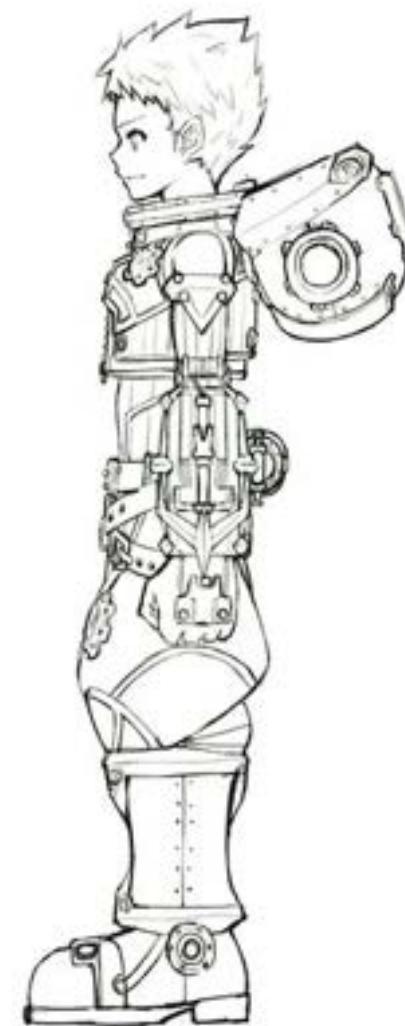


CHARACTERS | PERSONNAGES



REX

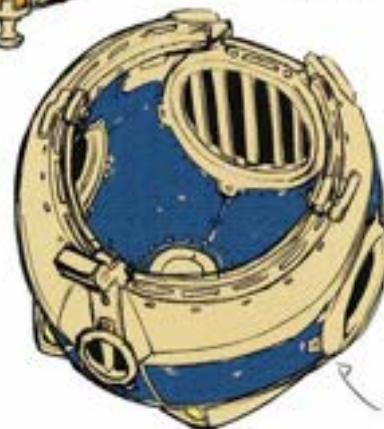
レックス三面図
ヘルメット
底面



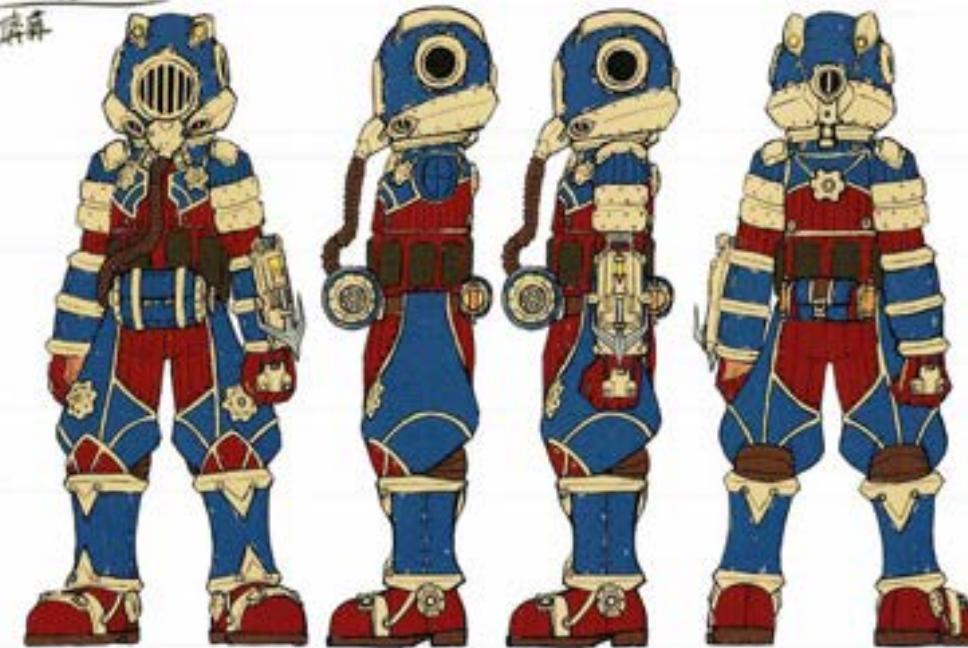




レジス詳細
魔族



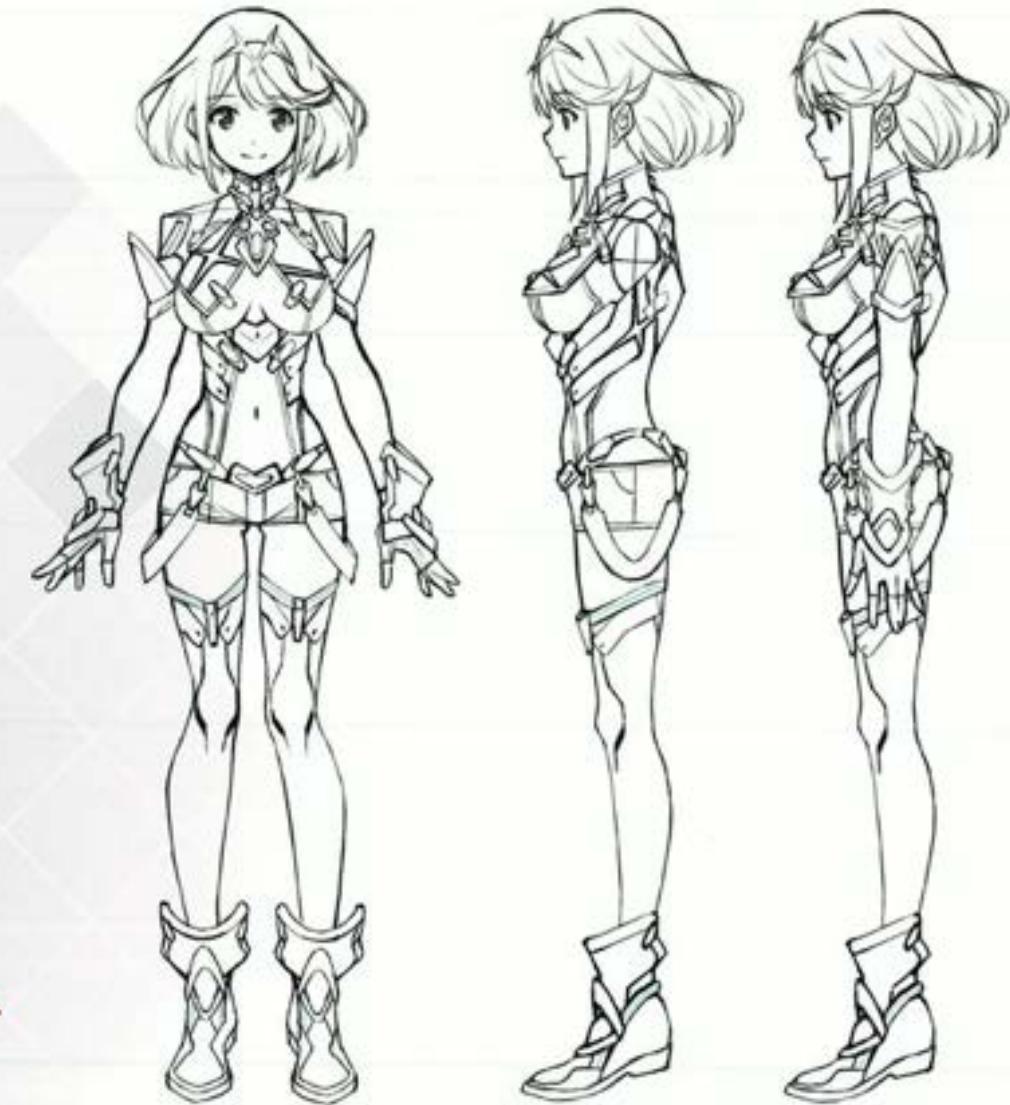
レジス装備
魔族

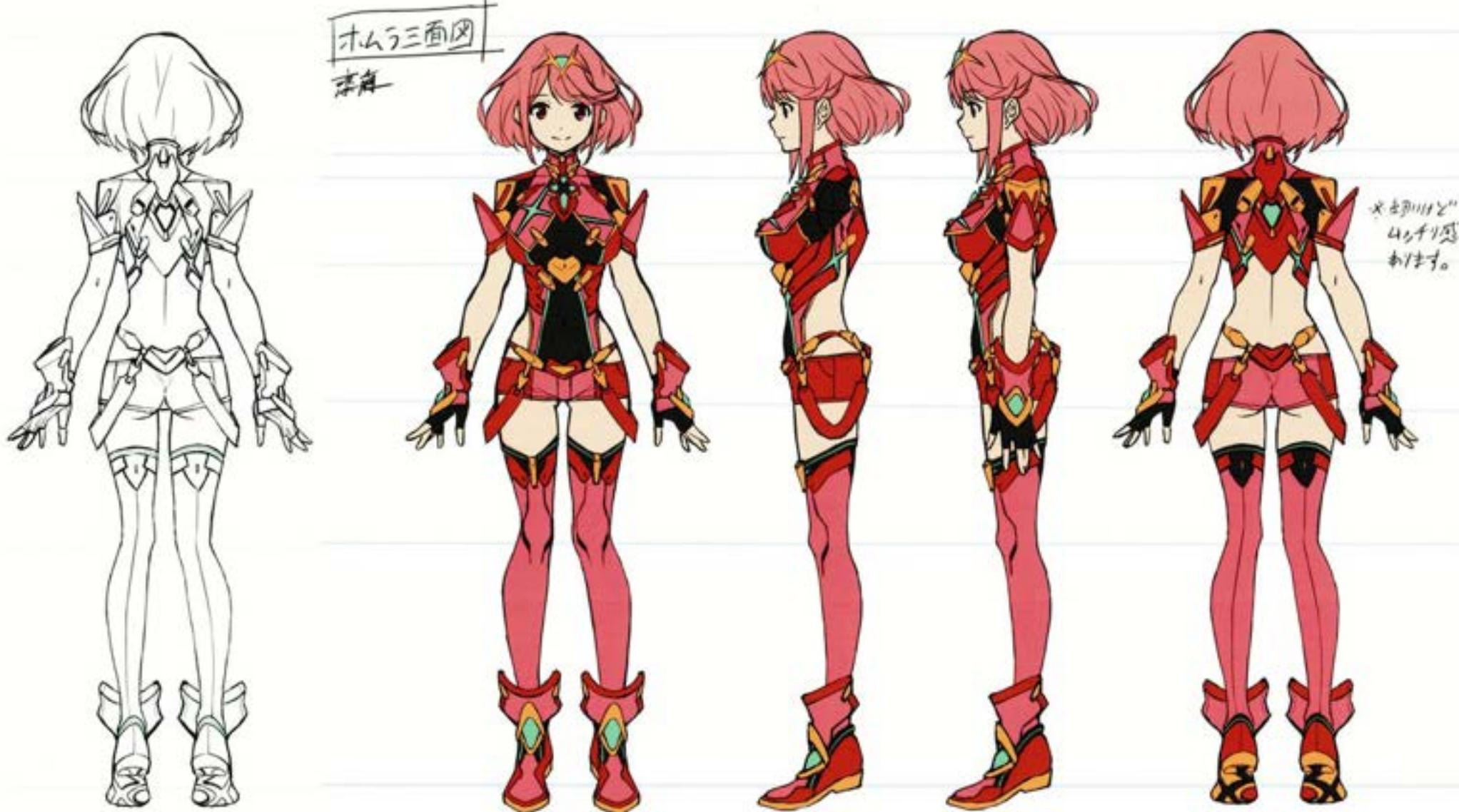


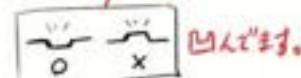




PYRA







ホルダ詳細

ホルダ



手のひら



CENTER



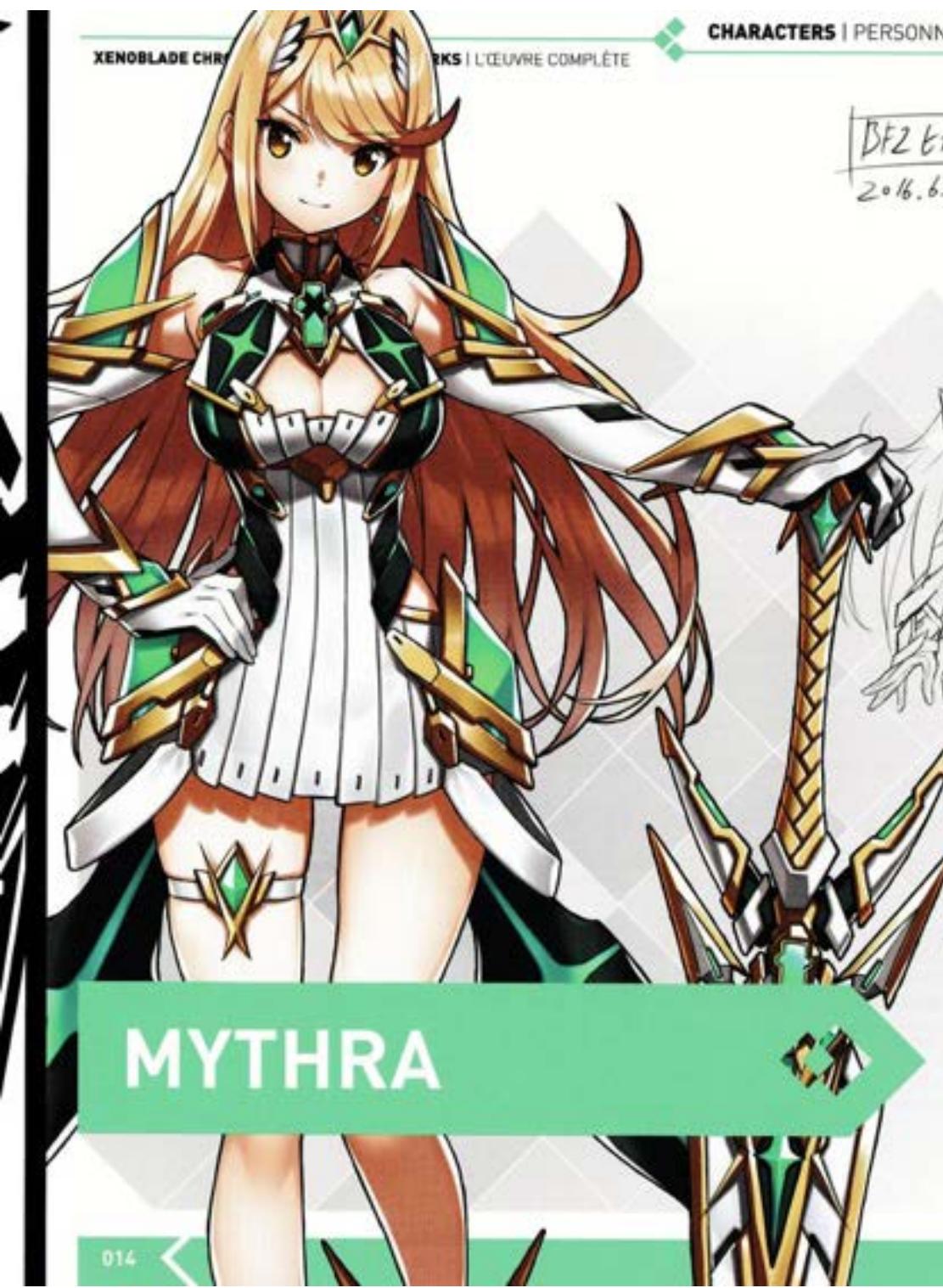
SIDE



BACK







BF2 EN 三面図
2016.6.25



BF2 ヒカリ三面図

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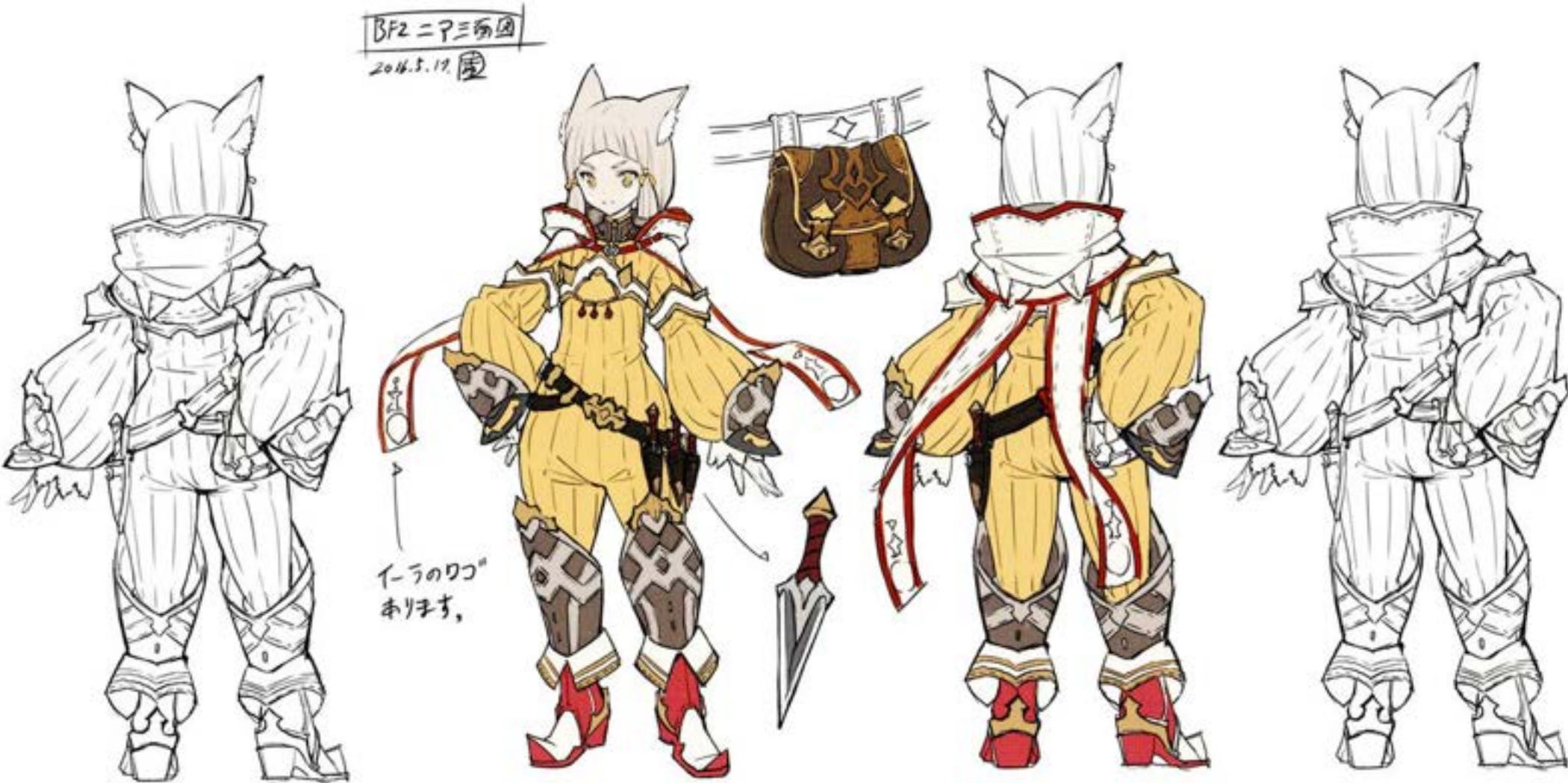


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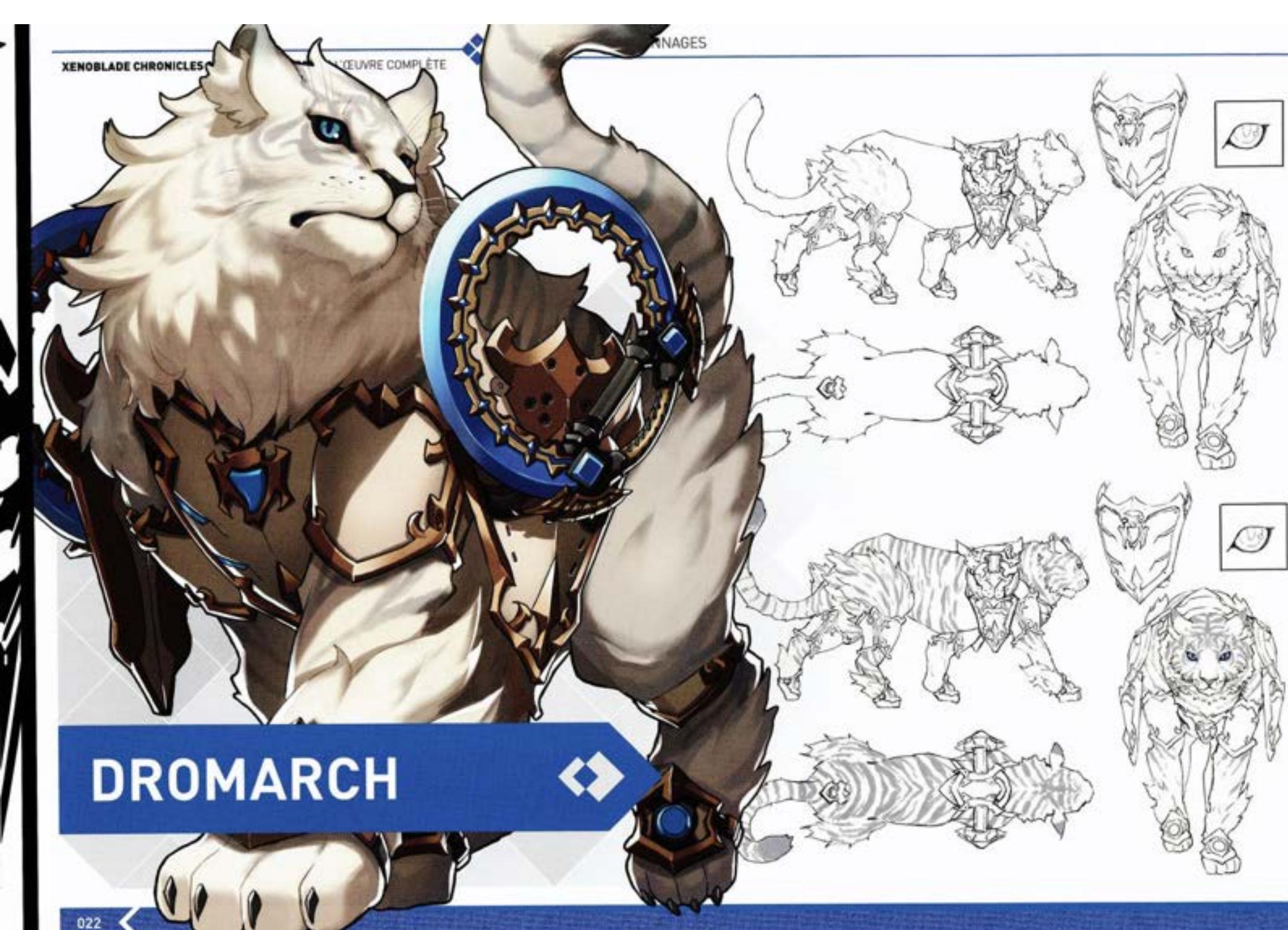


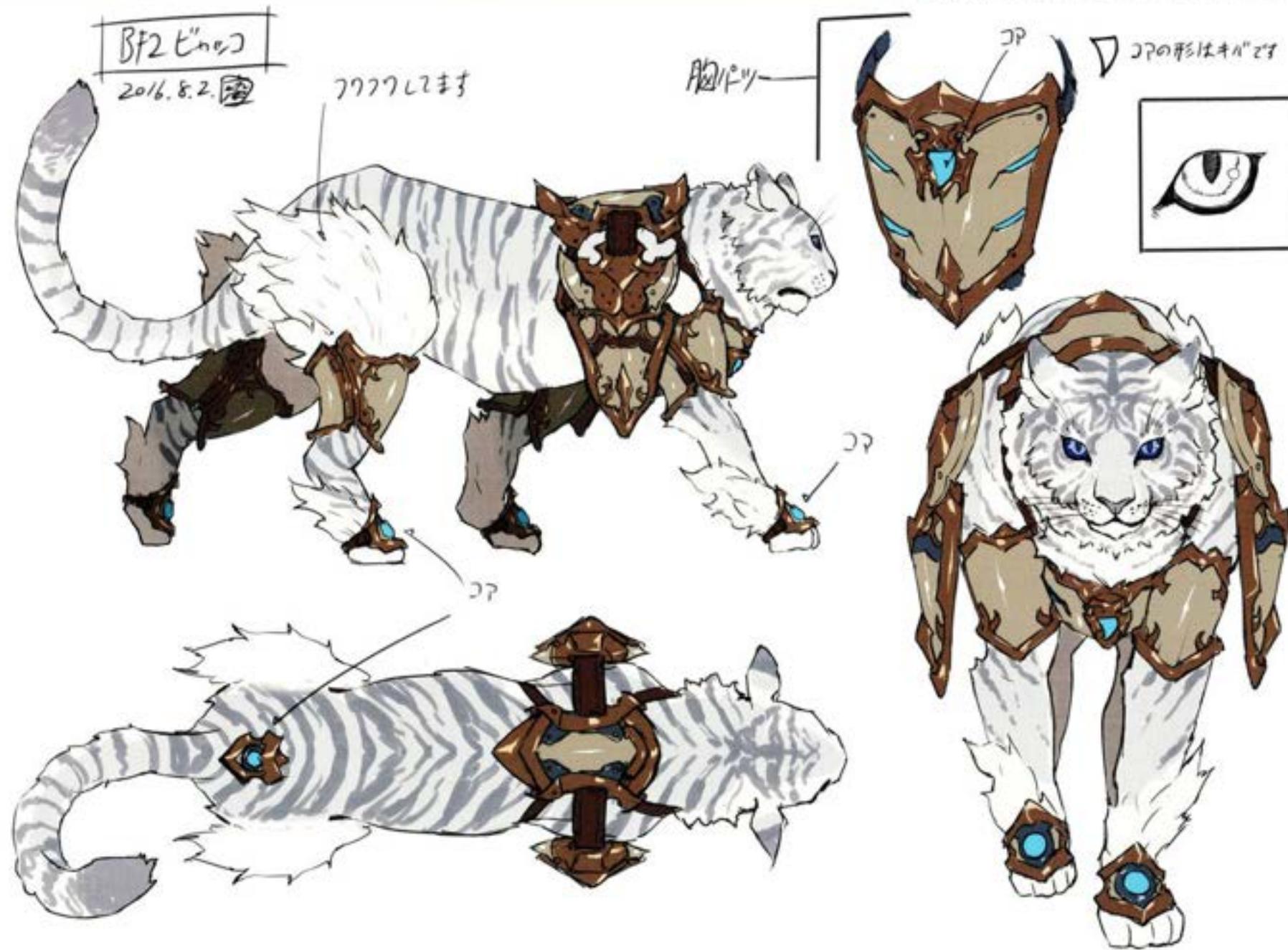
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DROMARCH







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三面図
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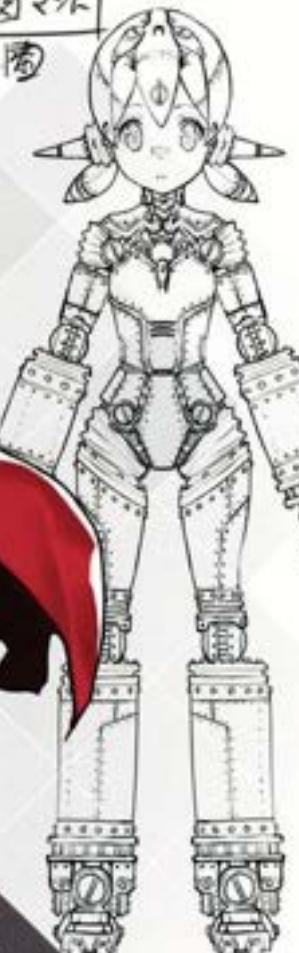


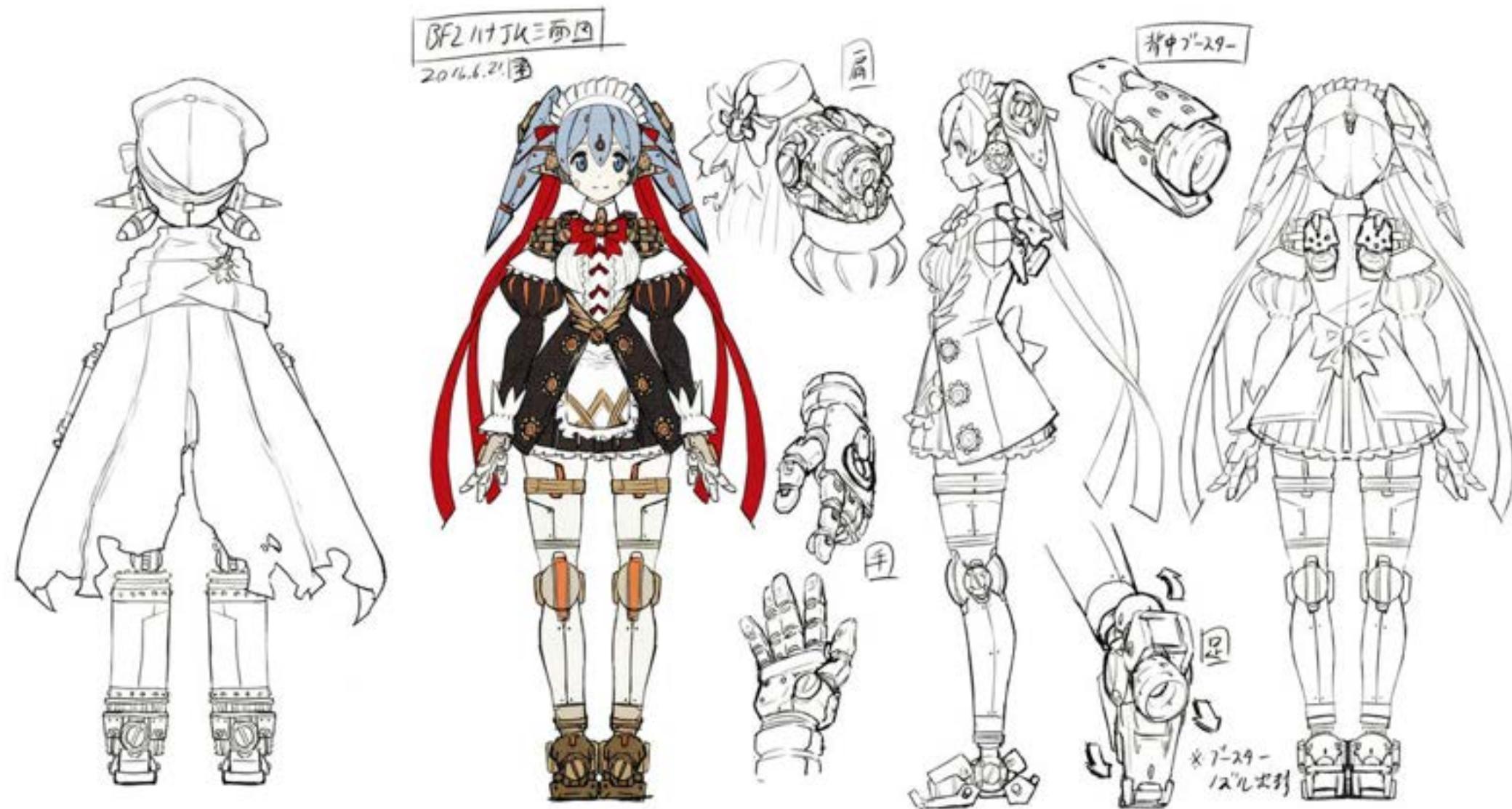
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三面図マント
2016.6.6

1/12

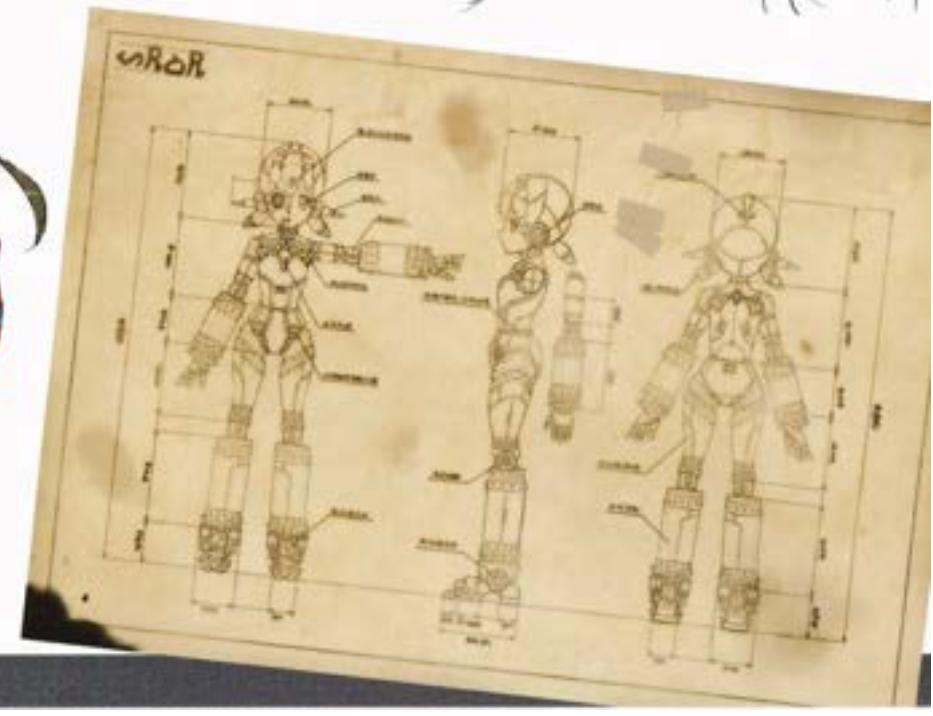
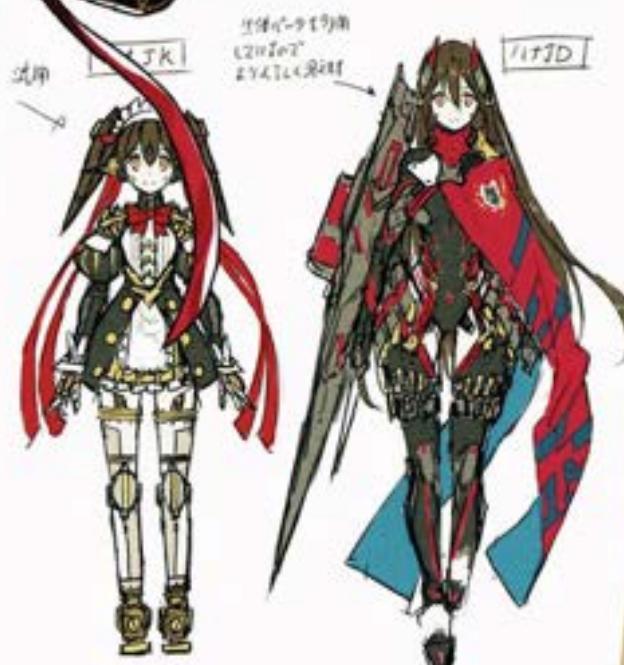
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CHARACTERS | PERSONNAGES

ŒUVRE COMPLÈTE



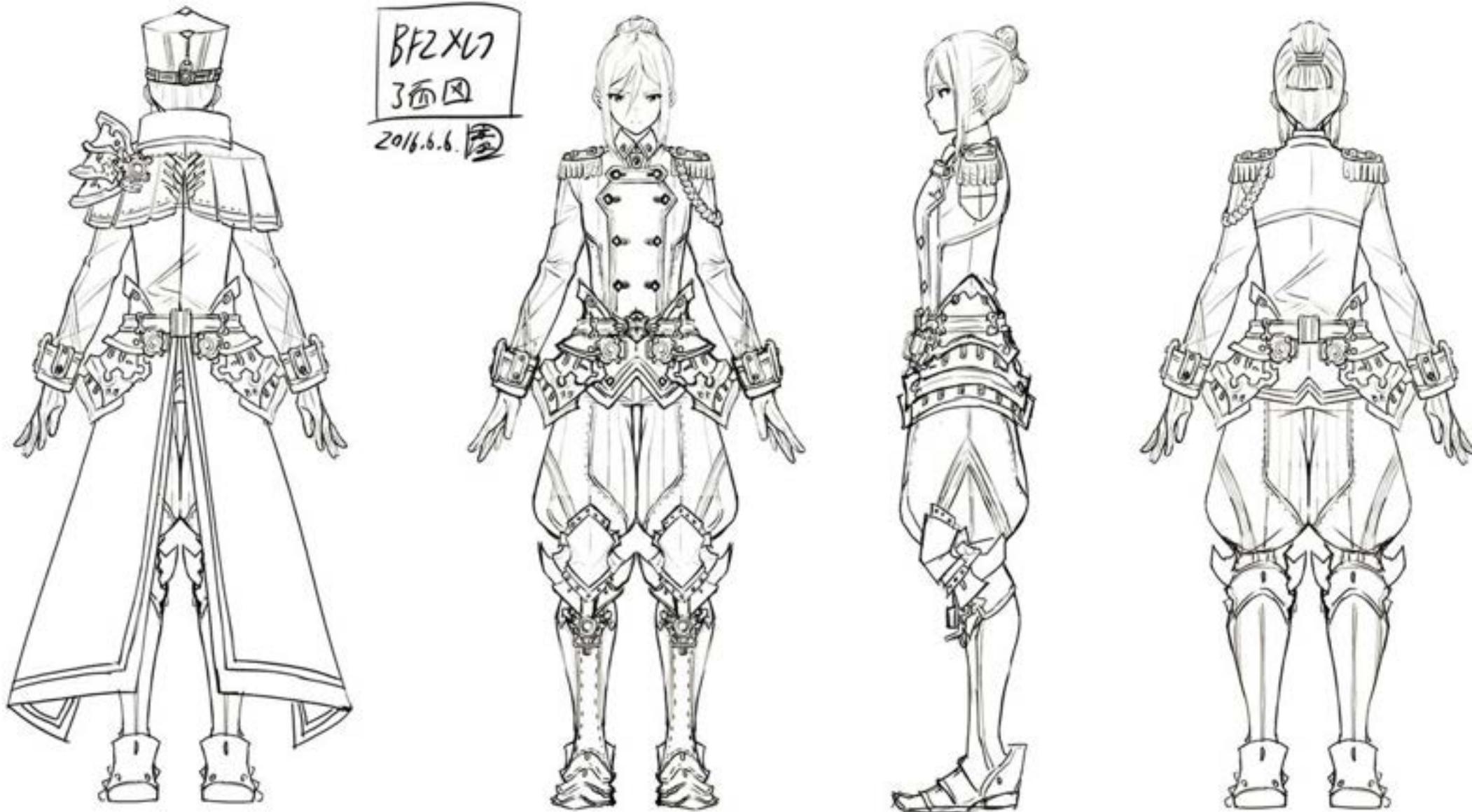


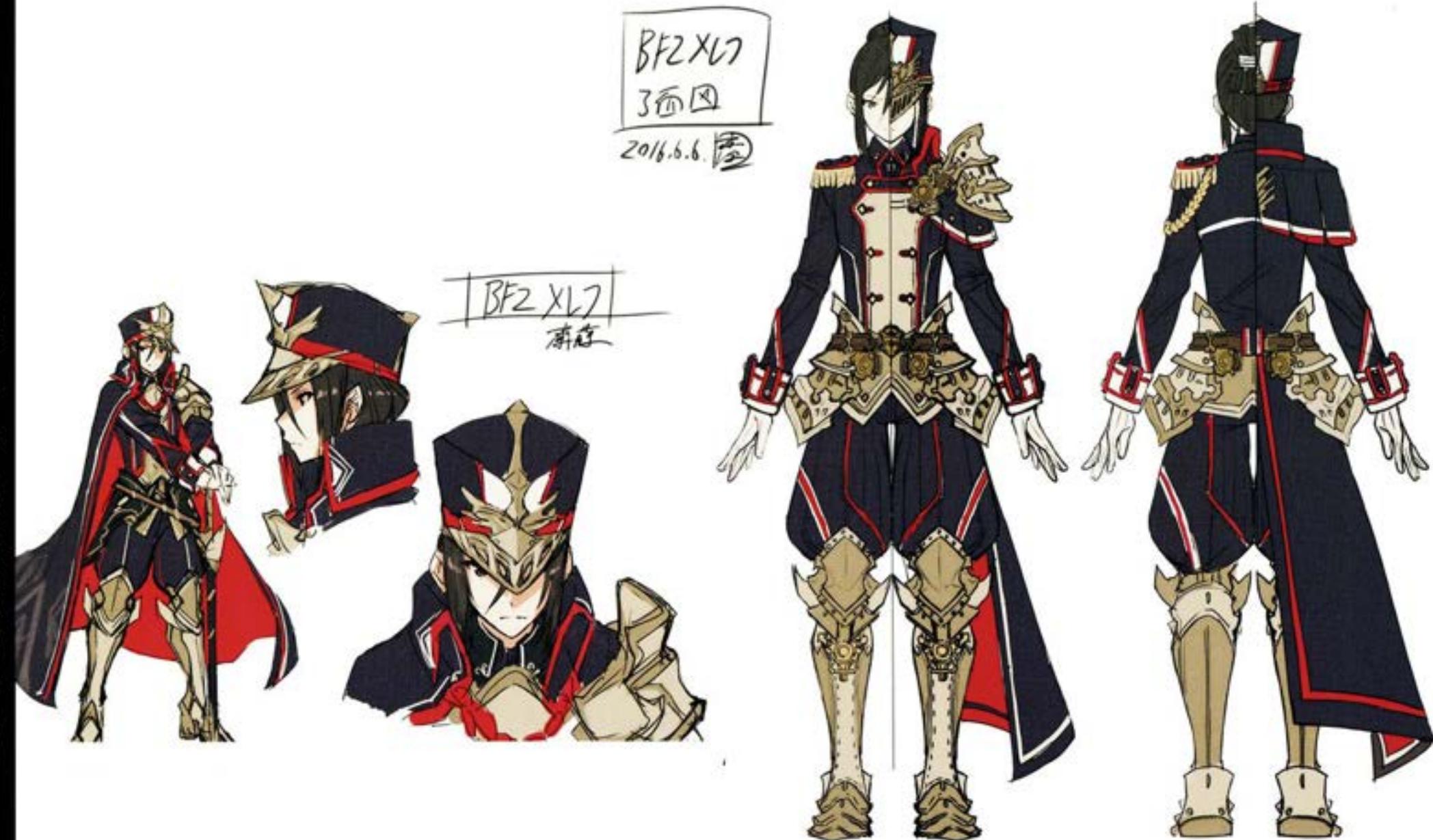


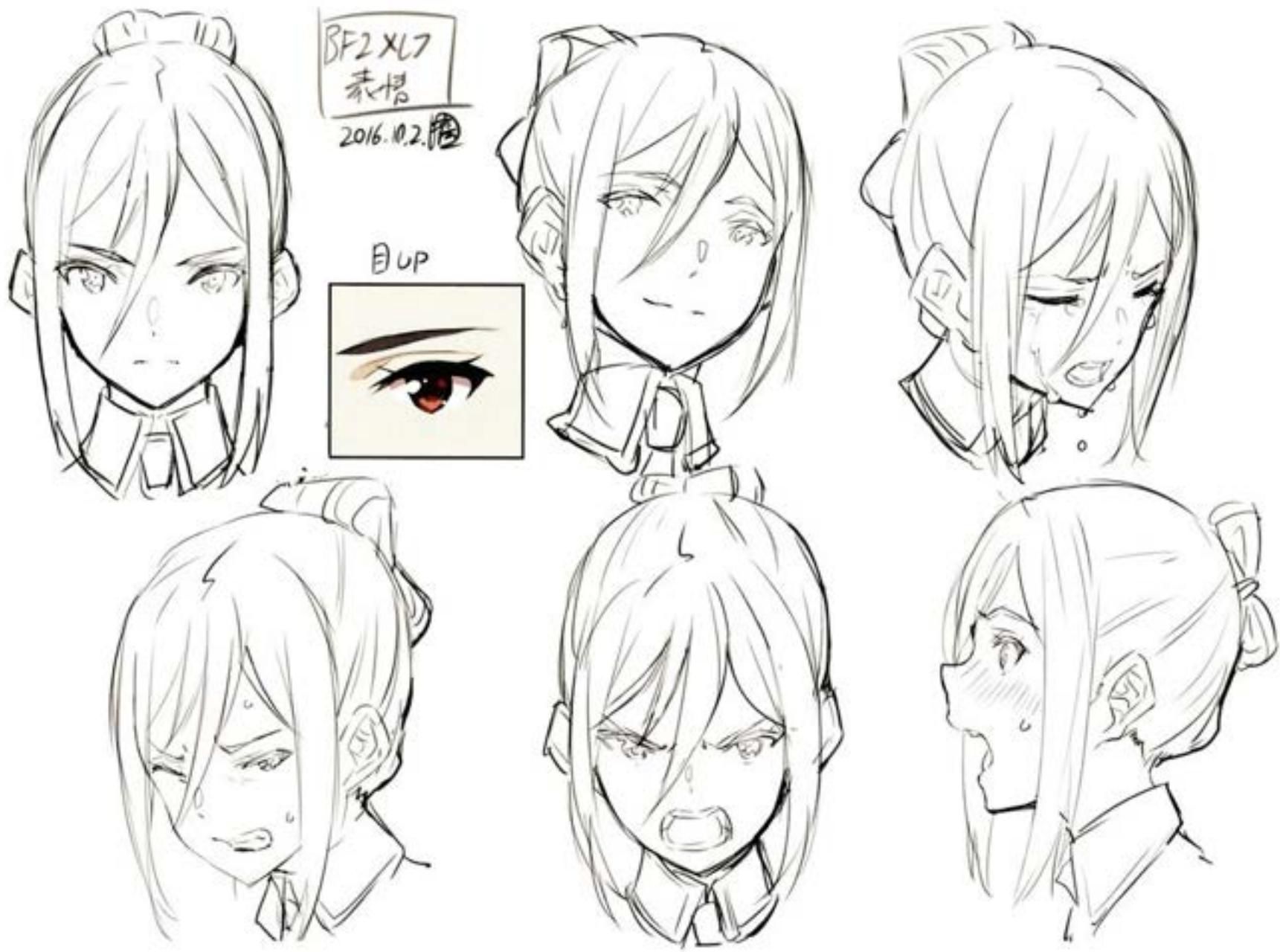
MÒRAG

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BF2 カツラ
3面図
2016.6.6 圖

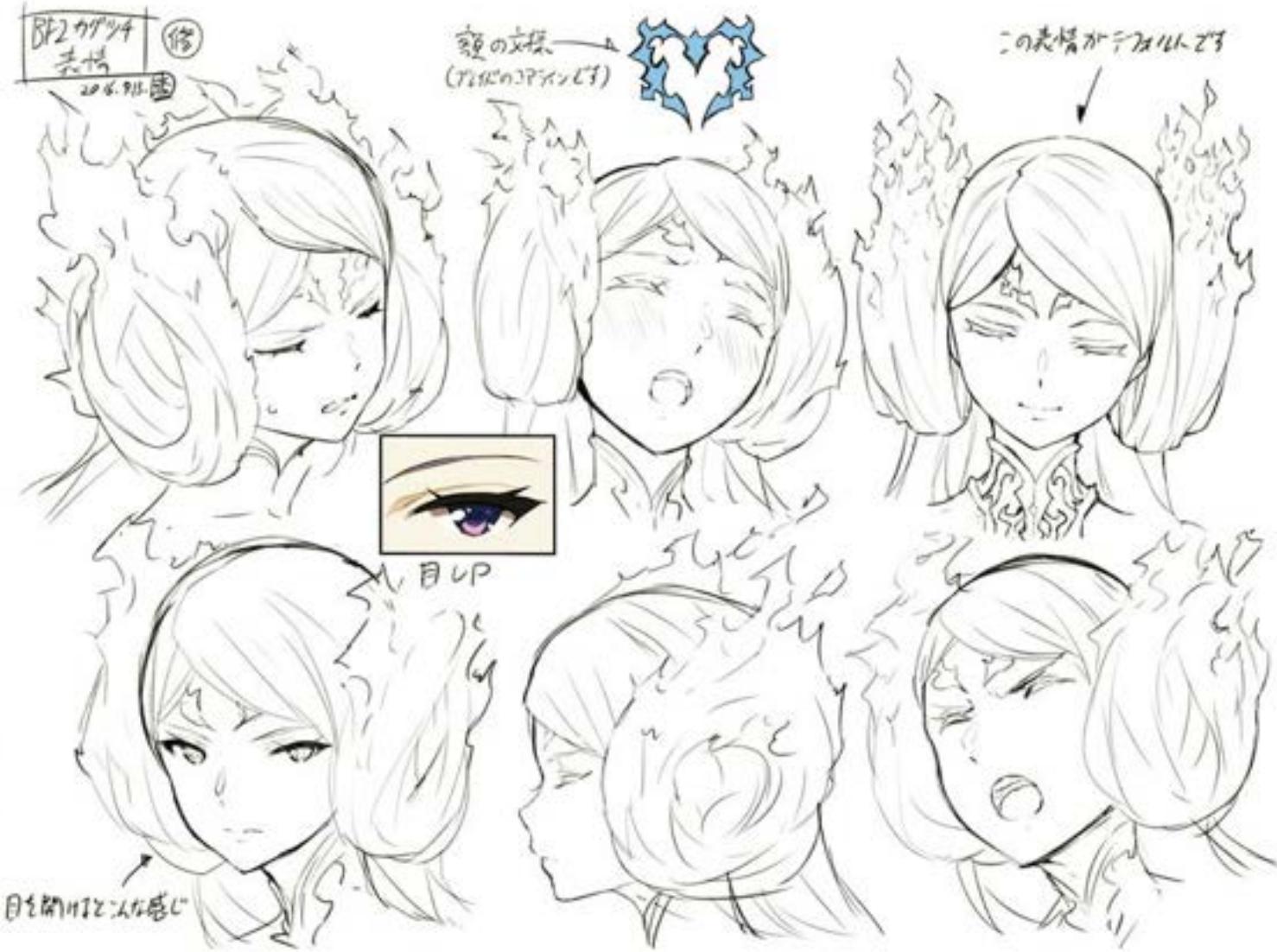
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BRIGHID



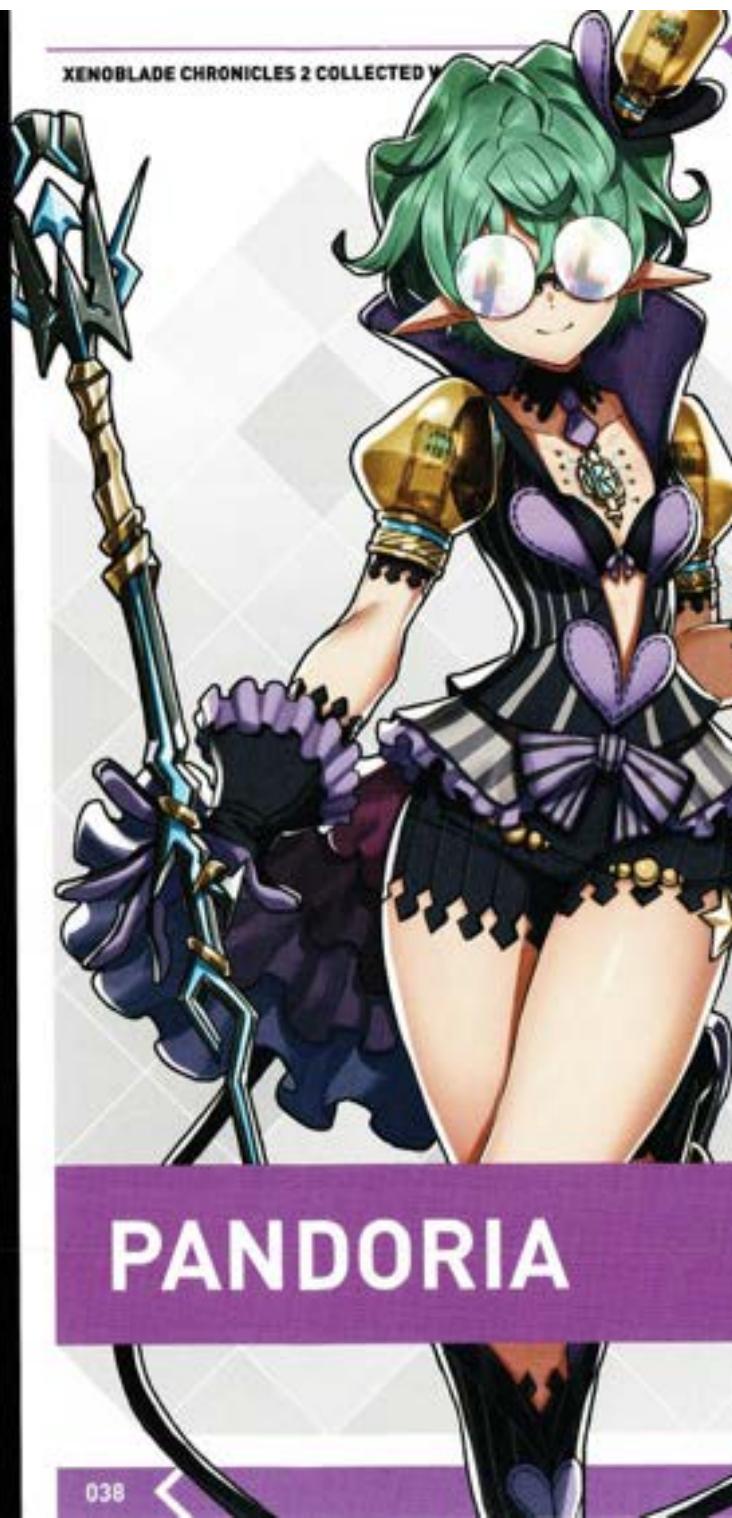




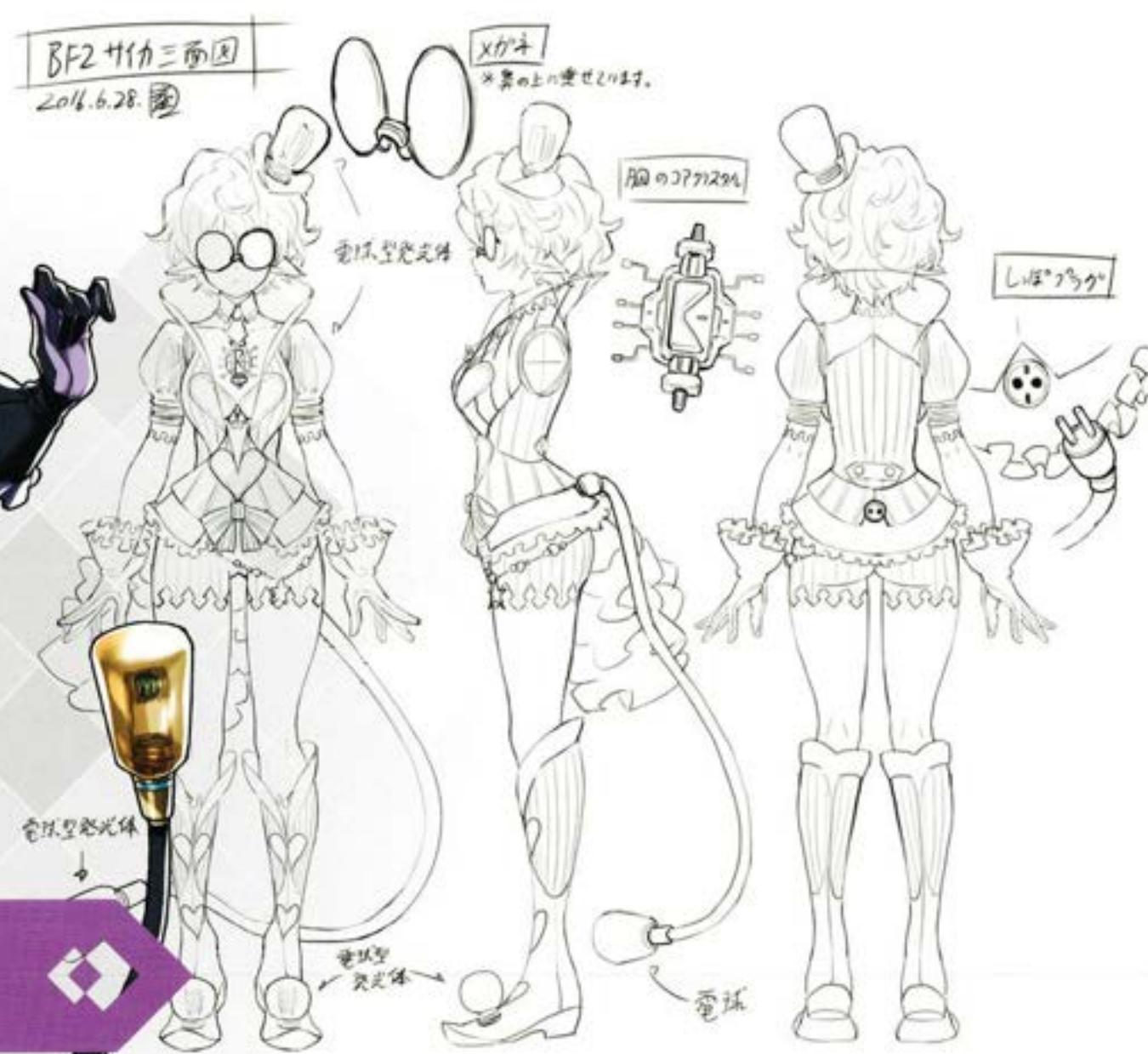
ZEKE | ZYK







PANDORIA



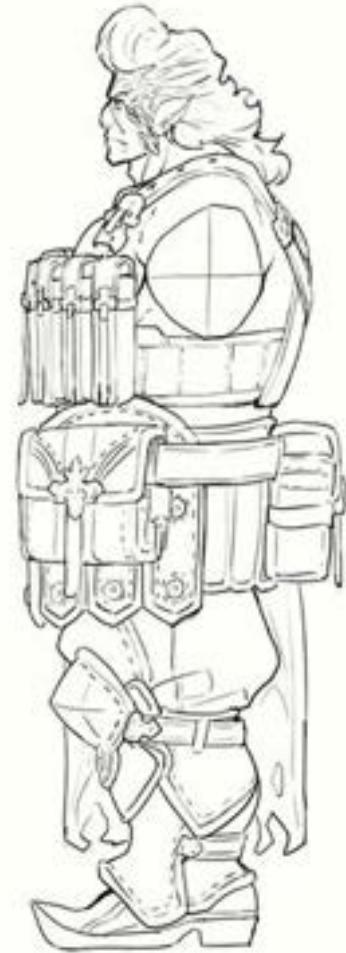




VANDHAM



BF2 ガンダム
三面図
16.5.24. (画)







BF2 24"7
3面风
2016.6.5.画

风属性怪の2
风属性-三面风
2016.6.5.





BF2 R01-2

三面圖
2018.6.18.

AMALTHUS





JIN

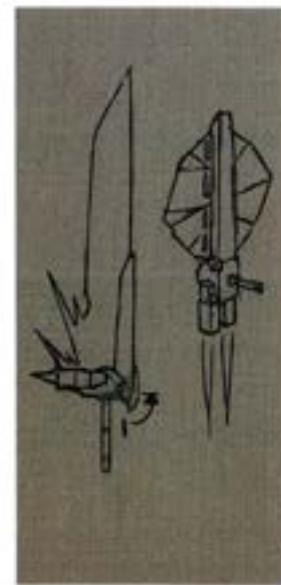
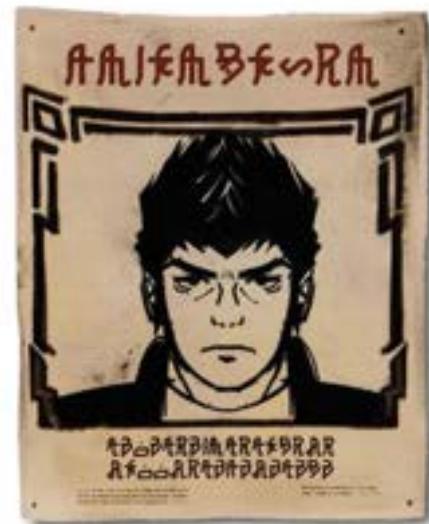
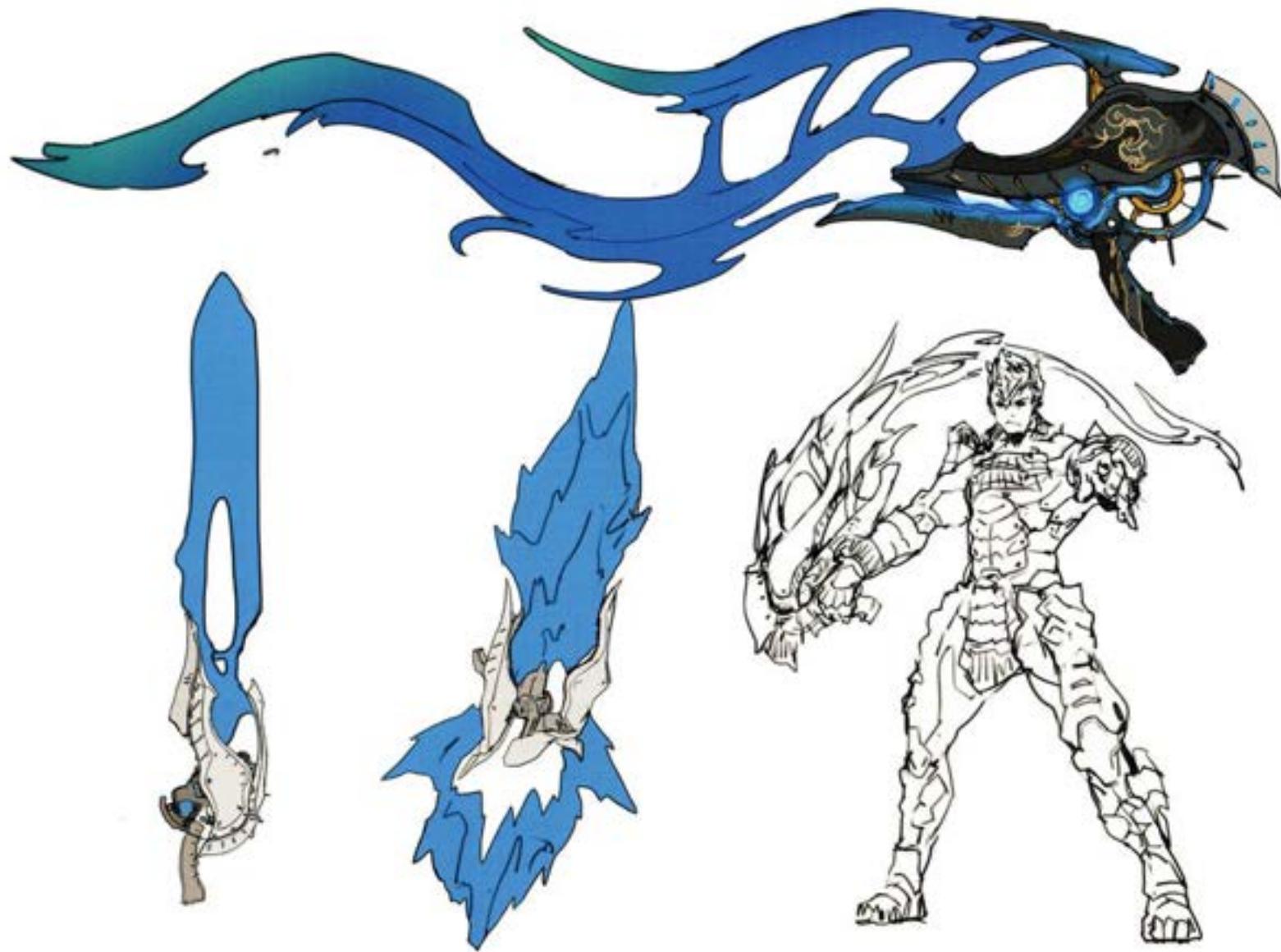






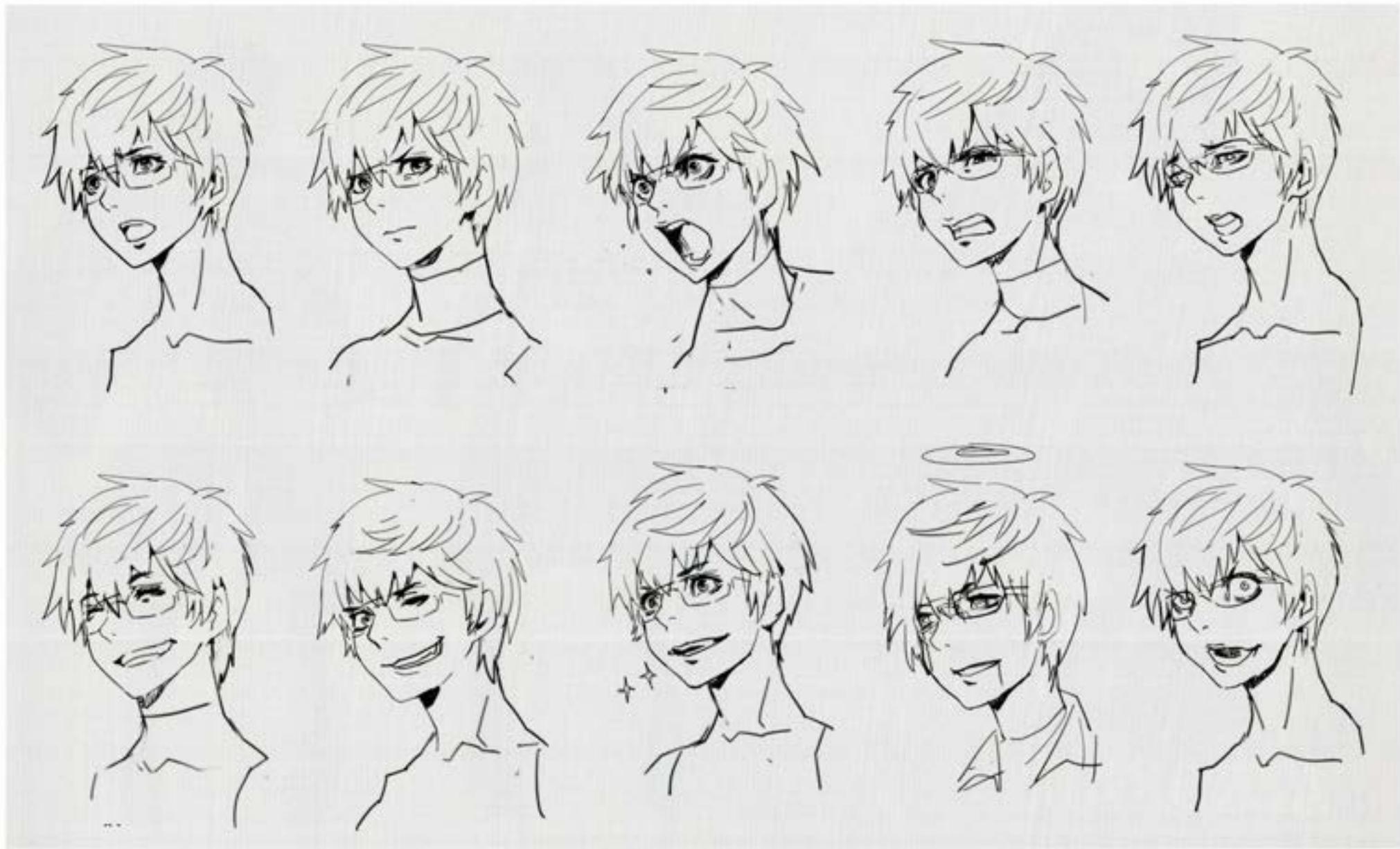
MALOS | MALHOS



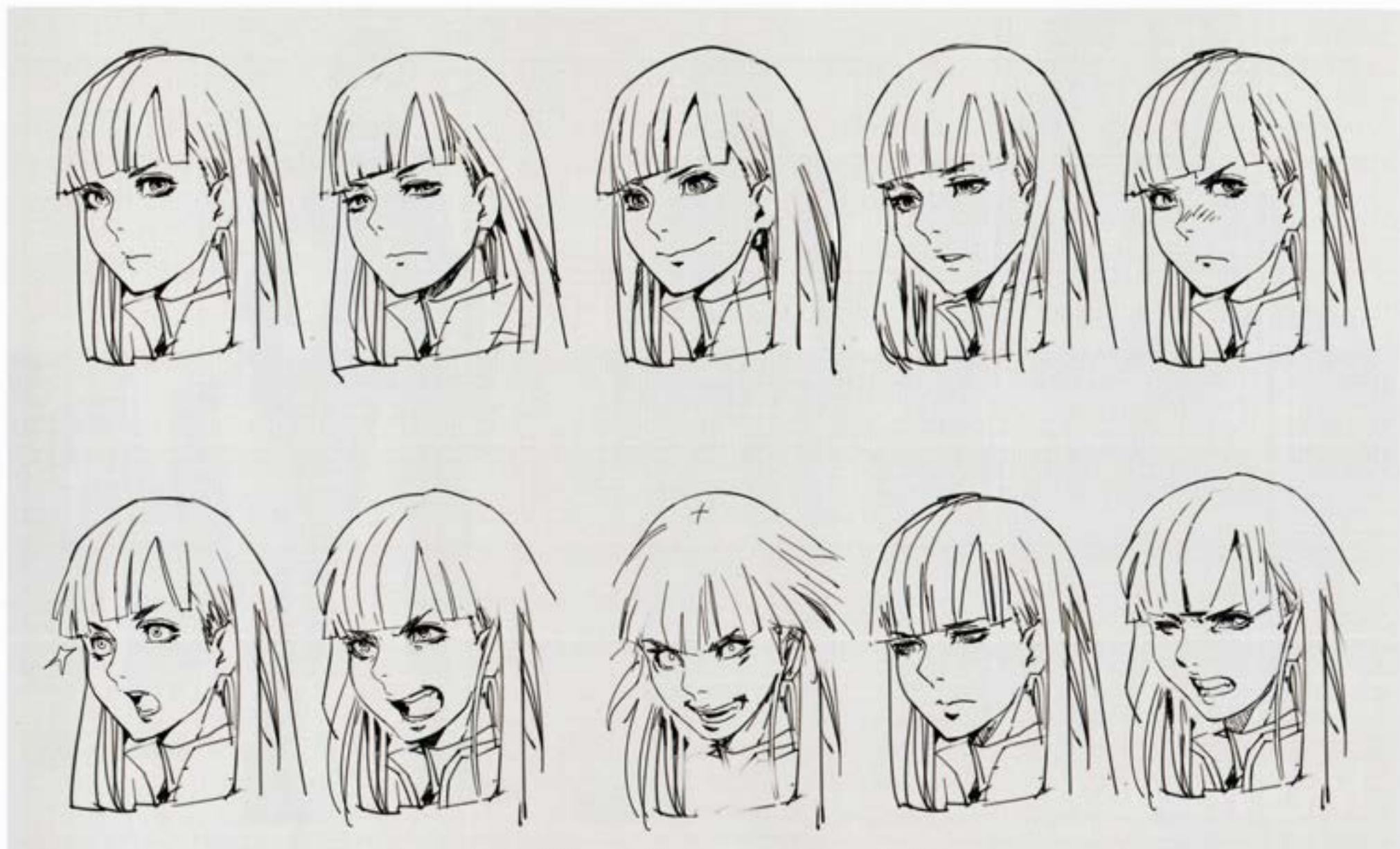




AKHOS









MIKHAIL



BF2 ネル
2016.4.29BF2 ネル
2016.6.25BF2 ピル
2016.4.29BF2 ピル
2016.6.18

BF2ラウラ
髪の毛
2016.6.6. 図



BF2ラウラ
髪の毛
2016.6.6. 図



BF2 フラン
3面図
2016.6.7. 図



BF2 フラン
3面図
2016.6.7. 図





小さな額が打ってあります



赤と青の
ラインの部分は
刺繡です（ほかの場所も）





QUEEN RAQURA | REINE RAQURA



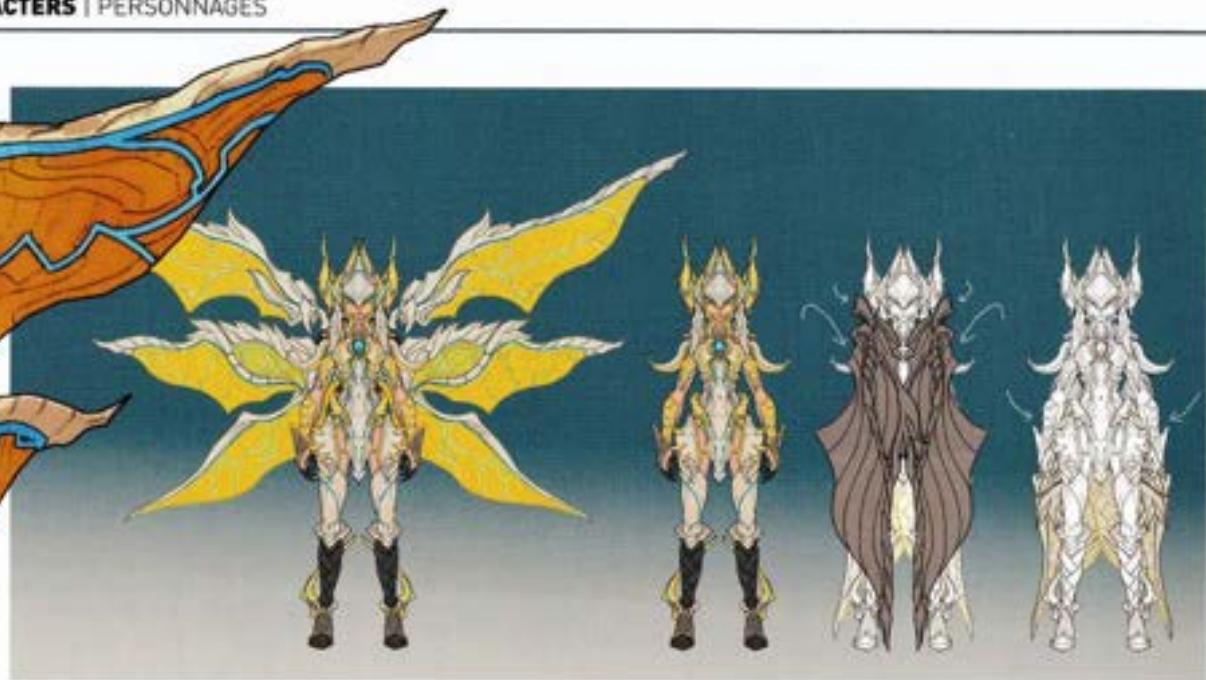
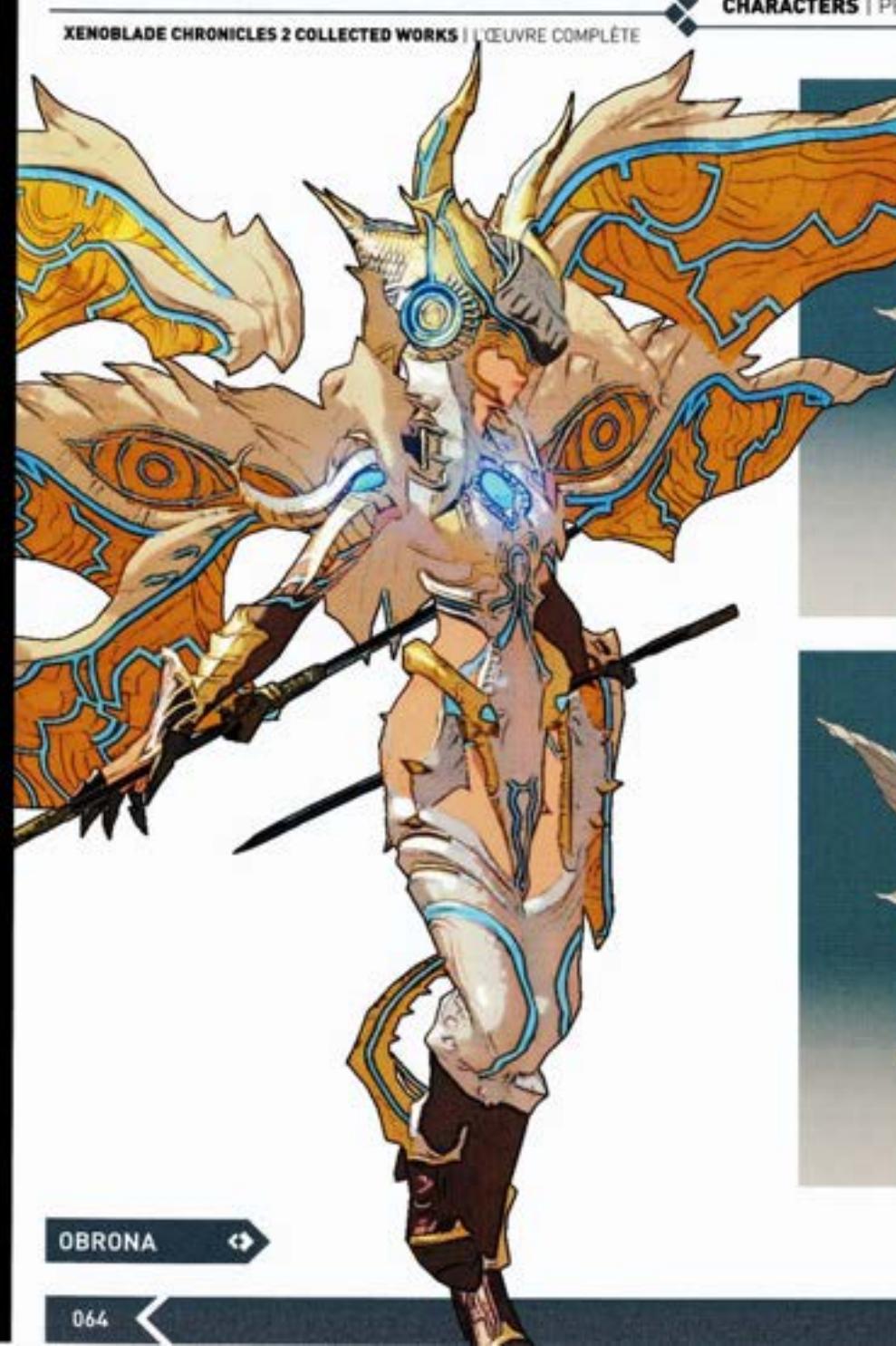




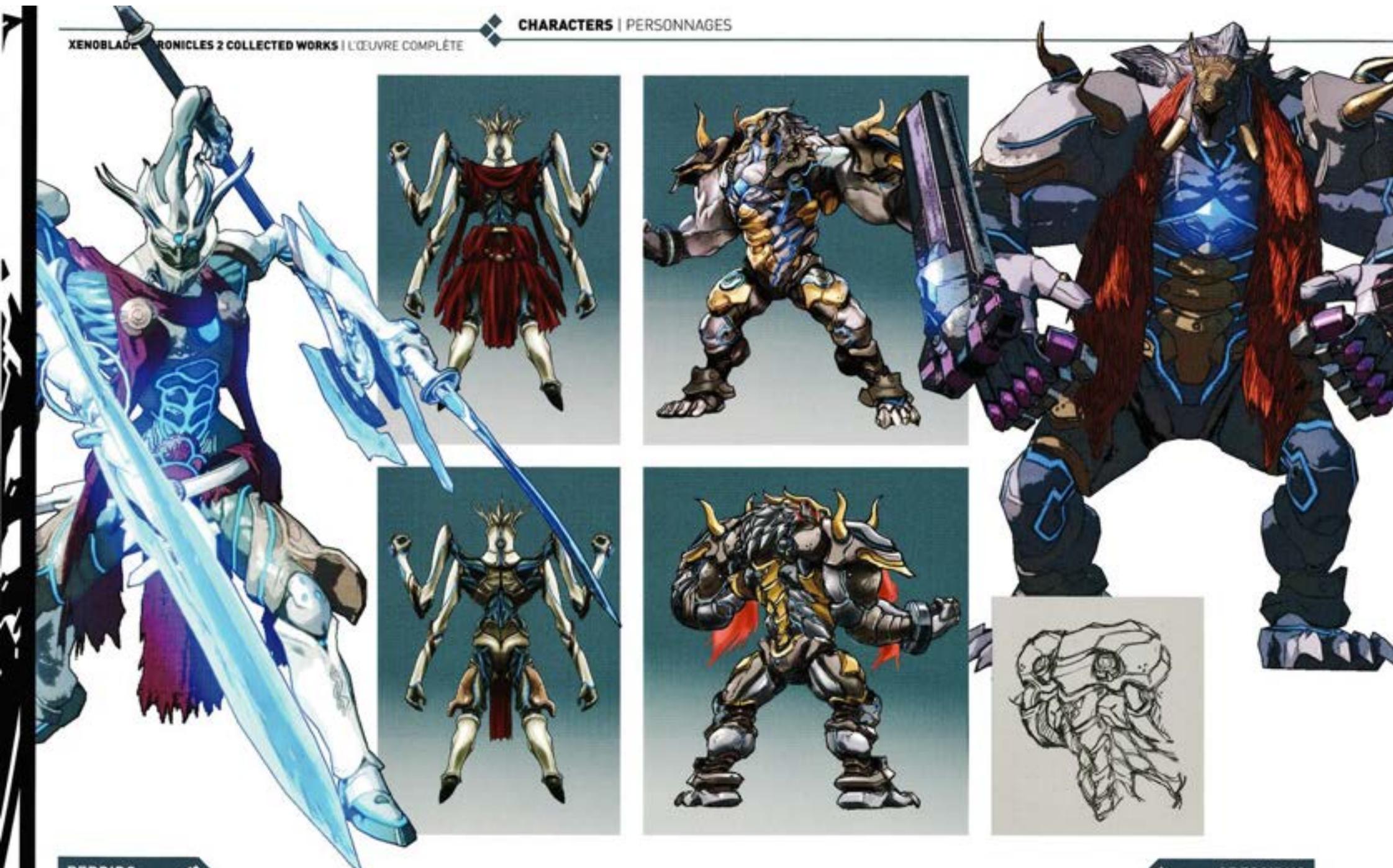
DUGHALL











PERDIDO

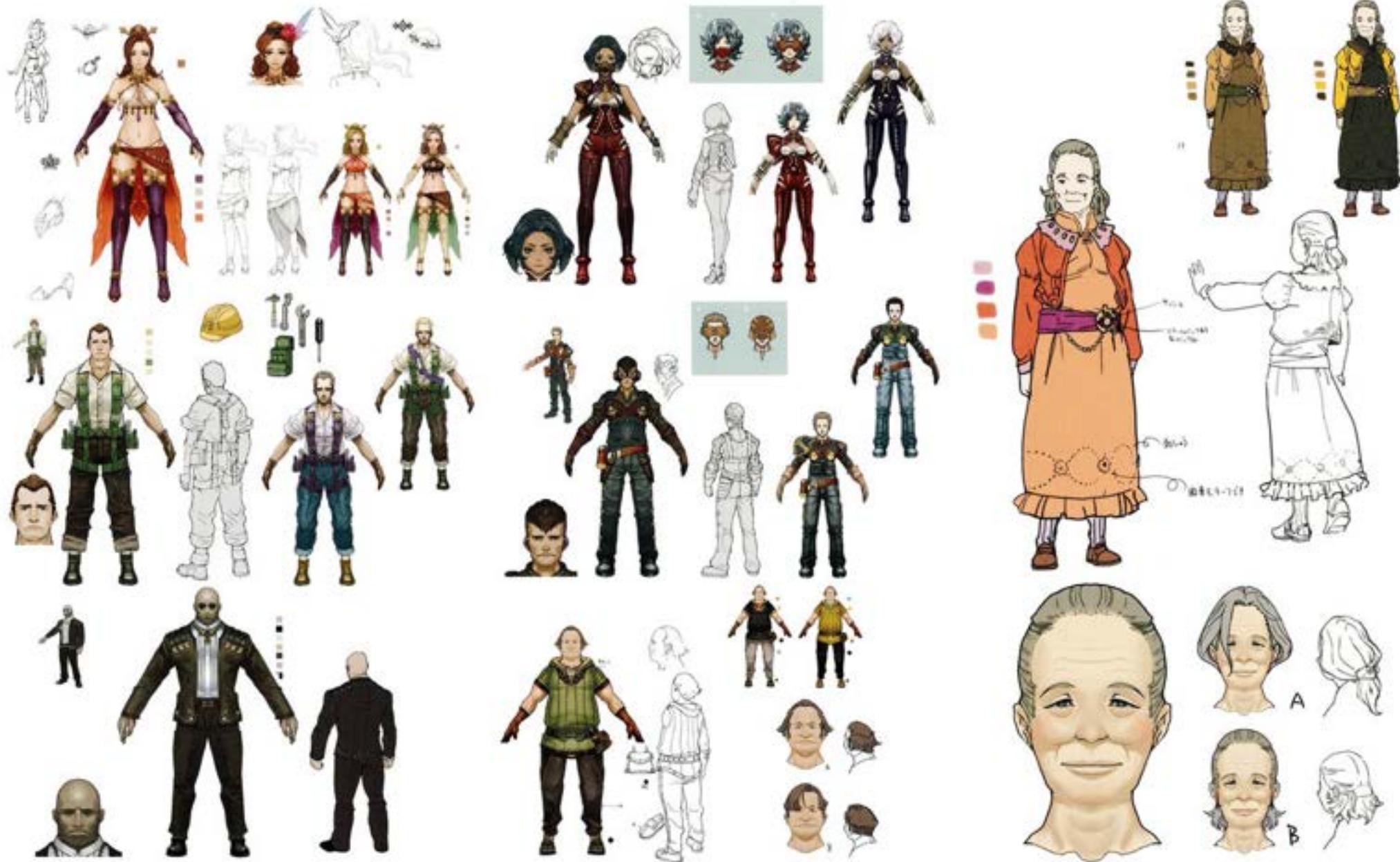
CRESSIDUS







◀ ARDAINIAN NPCs | ORDINATEURS D'ARDAINIAN

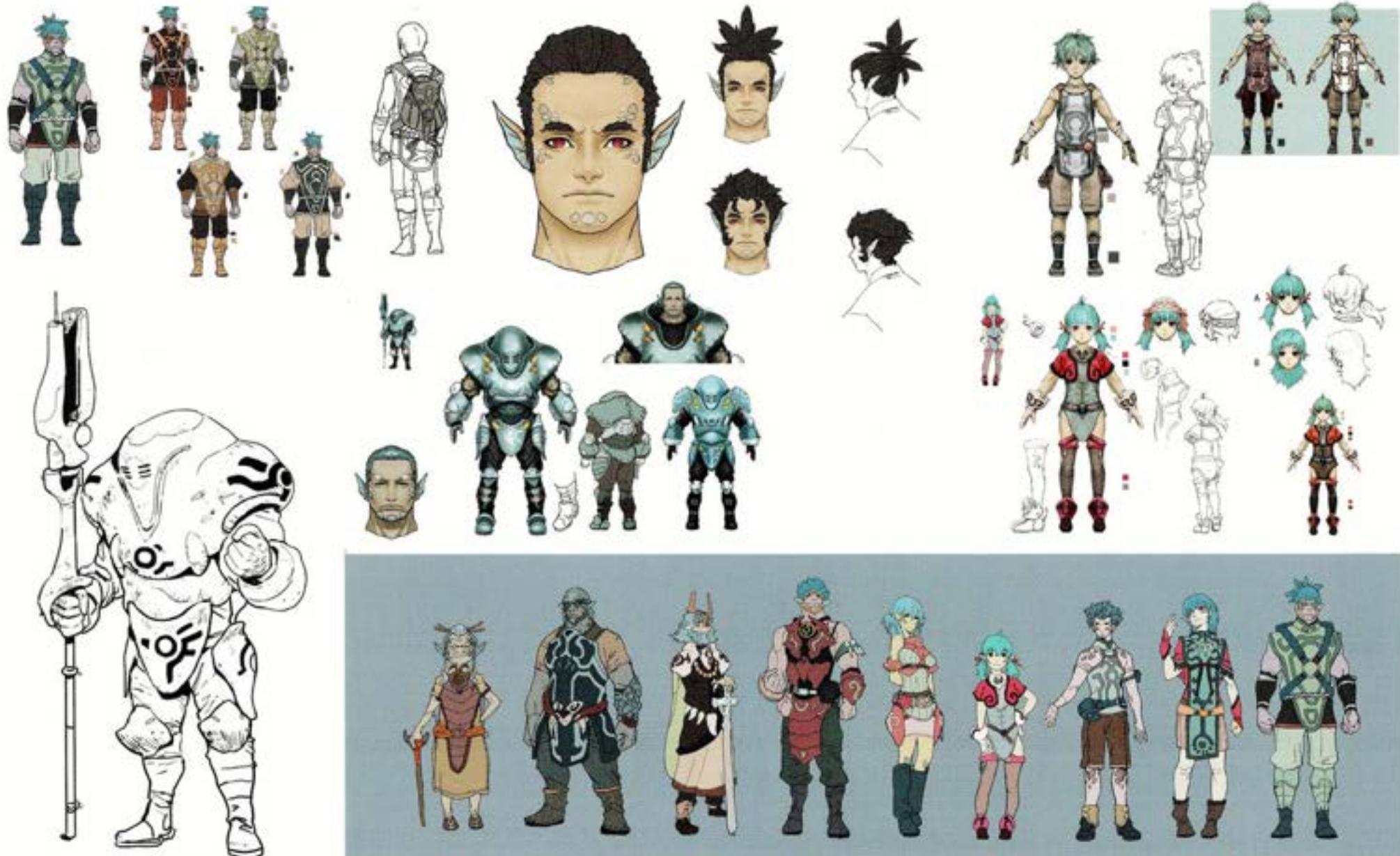




ARDAINIAN SALVAGERS & SOLDIERS | SOLDATS ET RÉCUPÉRATEURS D'ARDAINIAN



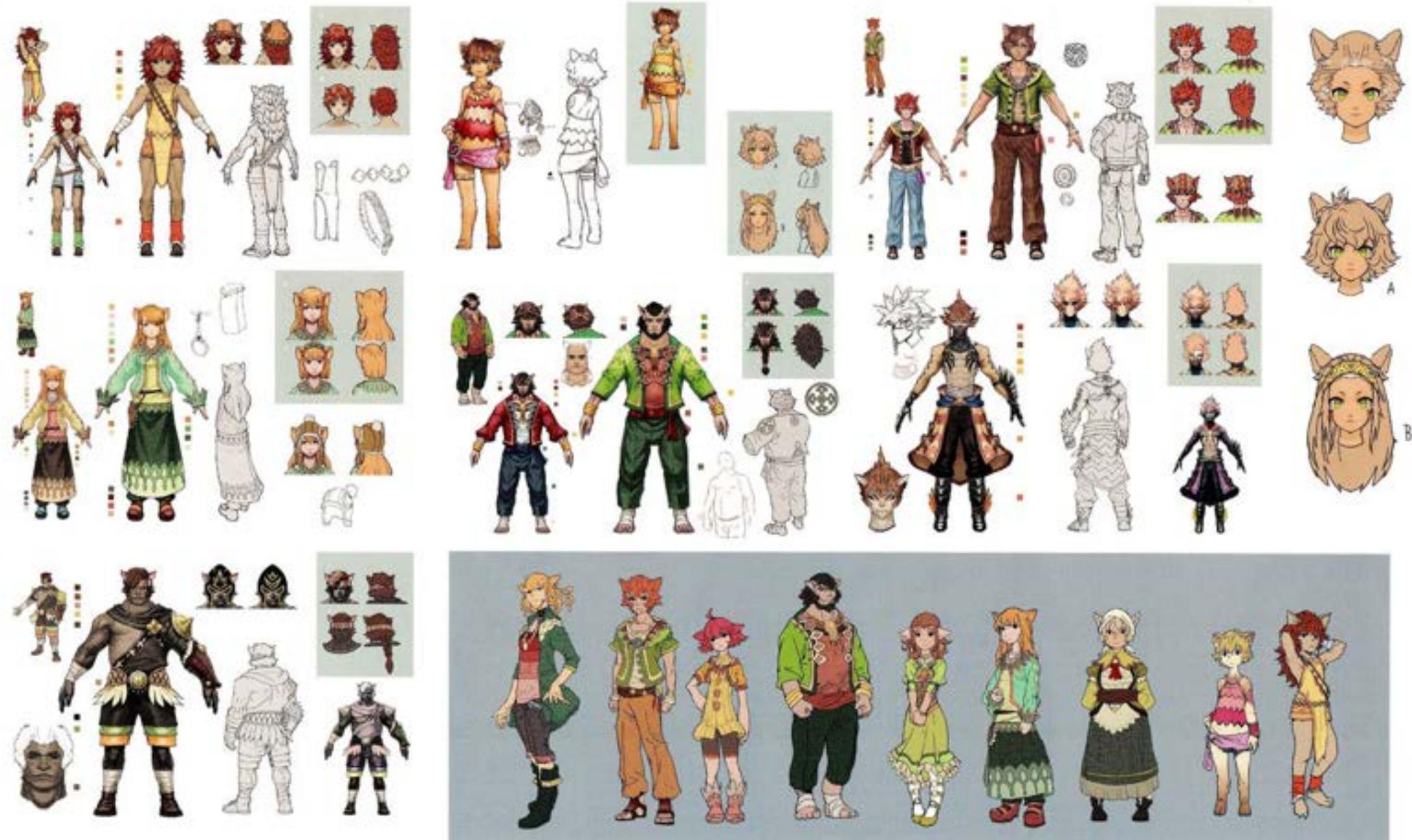






CHARACTERS | PERSONNAGES

XENOBLADE CHRONICLES 2 COLLECTED WORKS | L'ŒUVRE COMPLÈTE



GORMOTTI NPCs | ORDINATEURS GORMOTTOIS



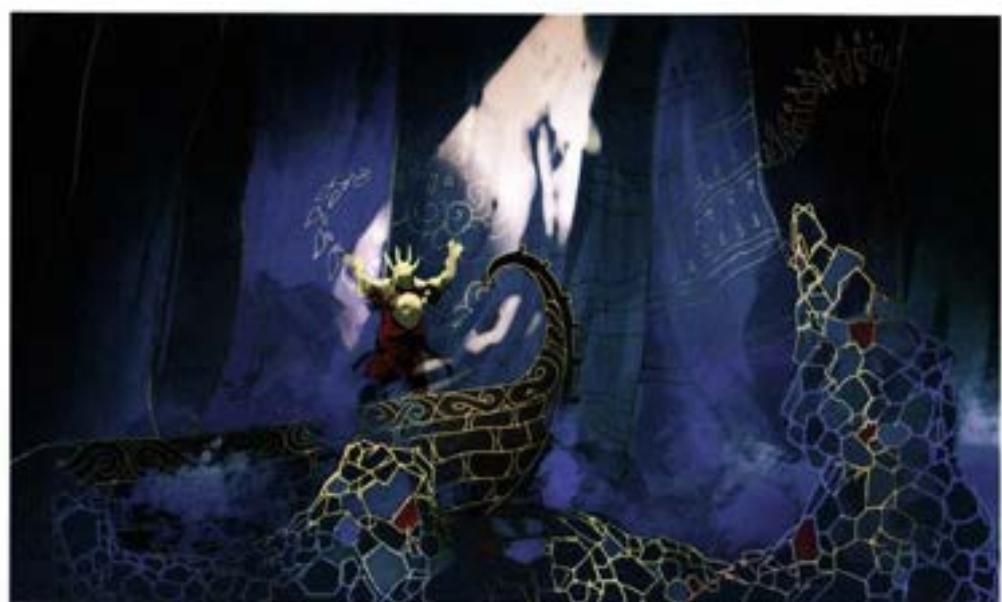
INDOLINE NPCs | ORDINATEURS INDOLIENS



TANTALESE NPCs | ORDINATEURS TANTALESES











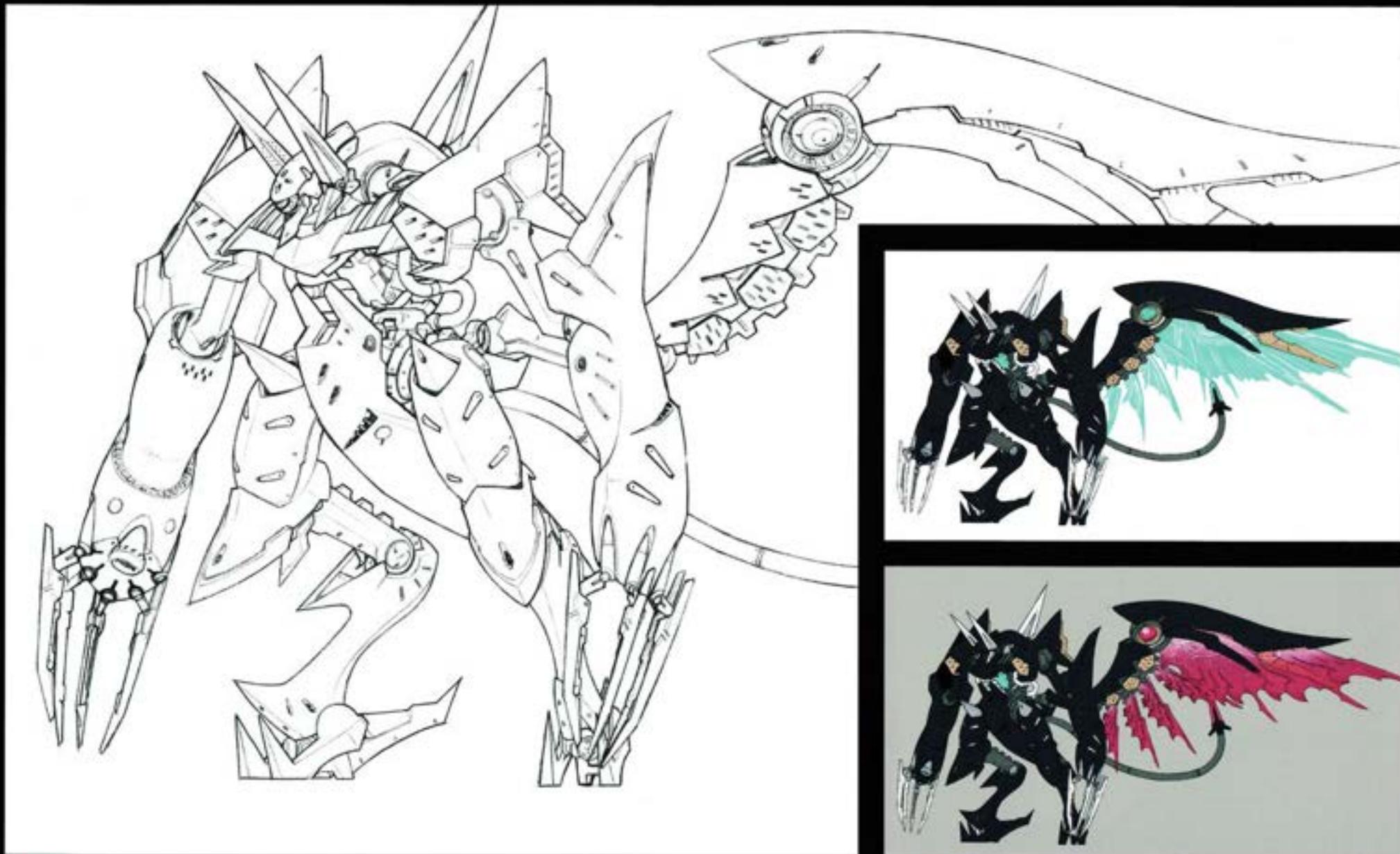


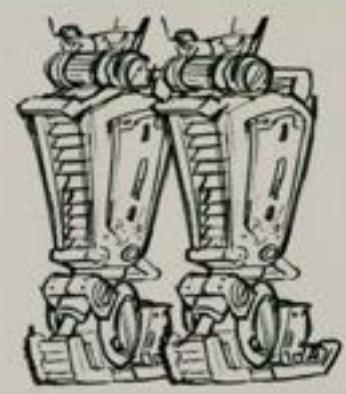
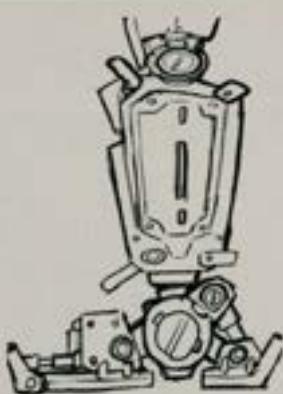
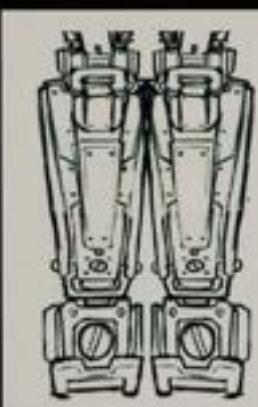
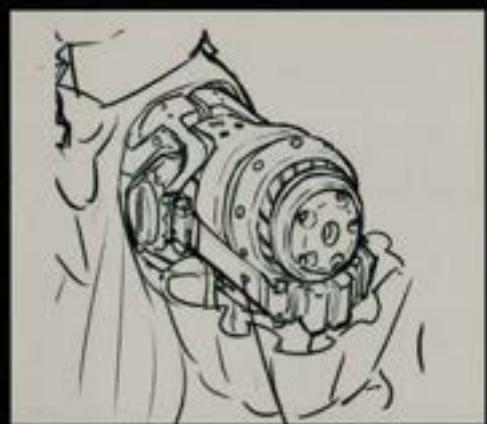
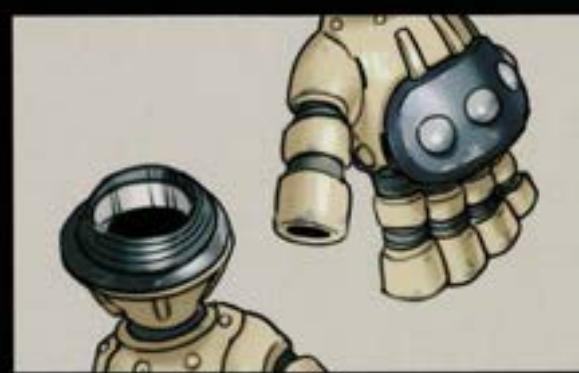


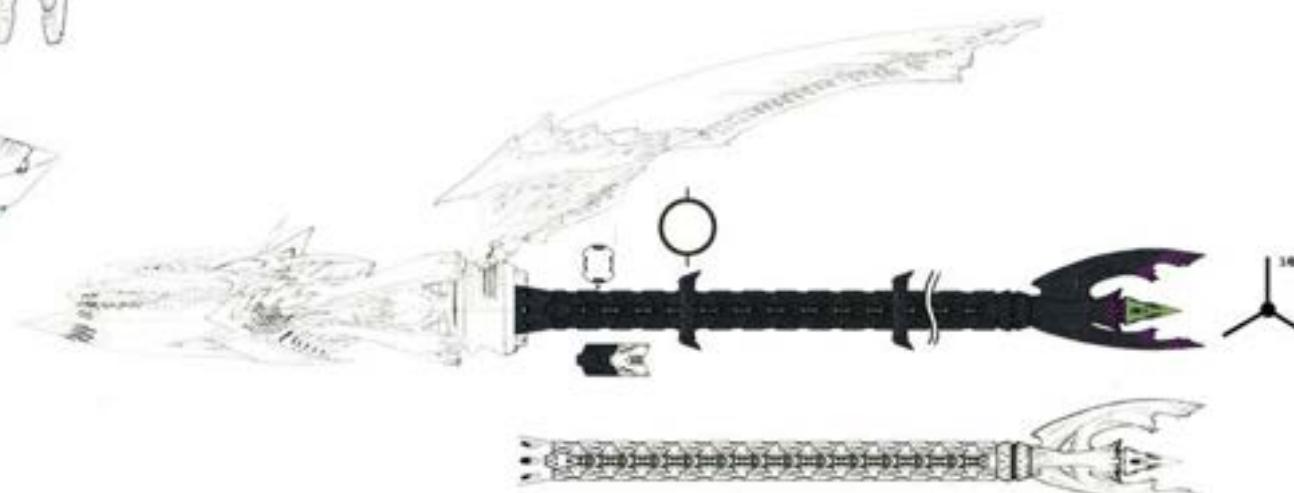
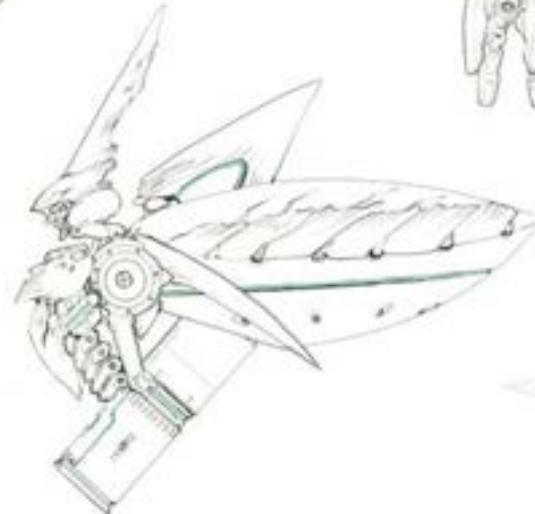


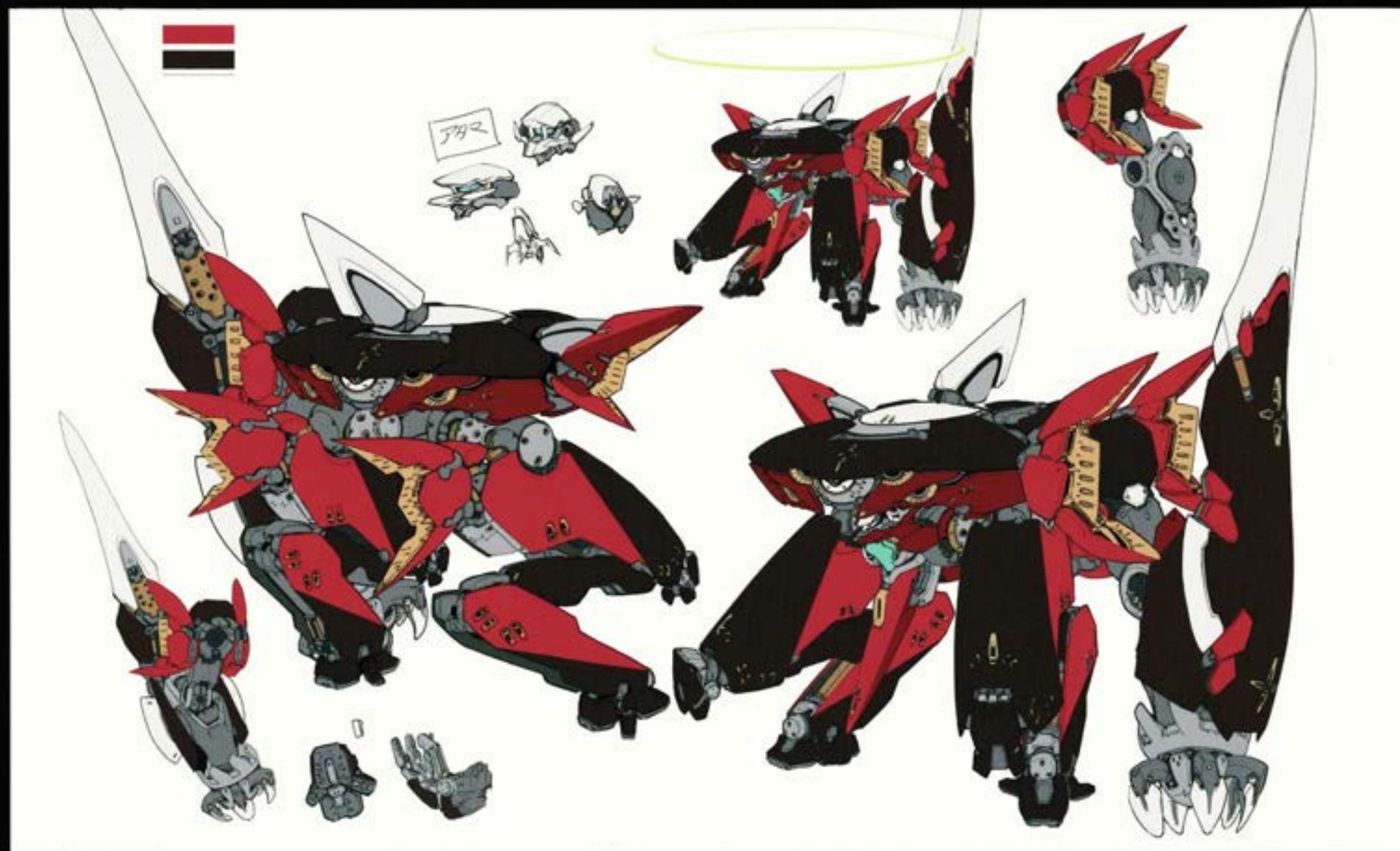


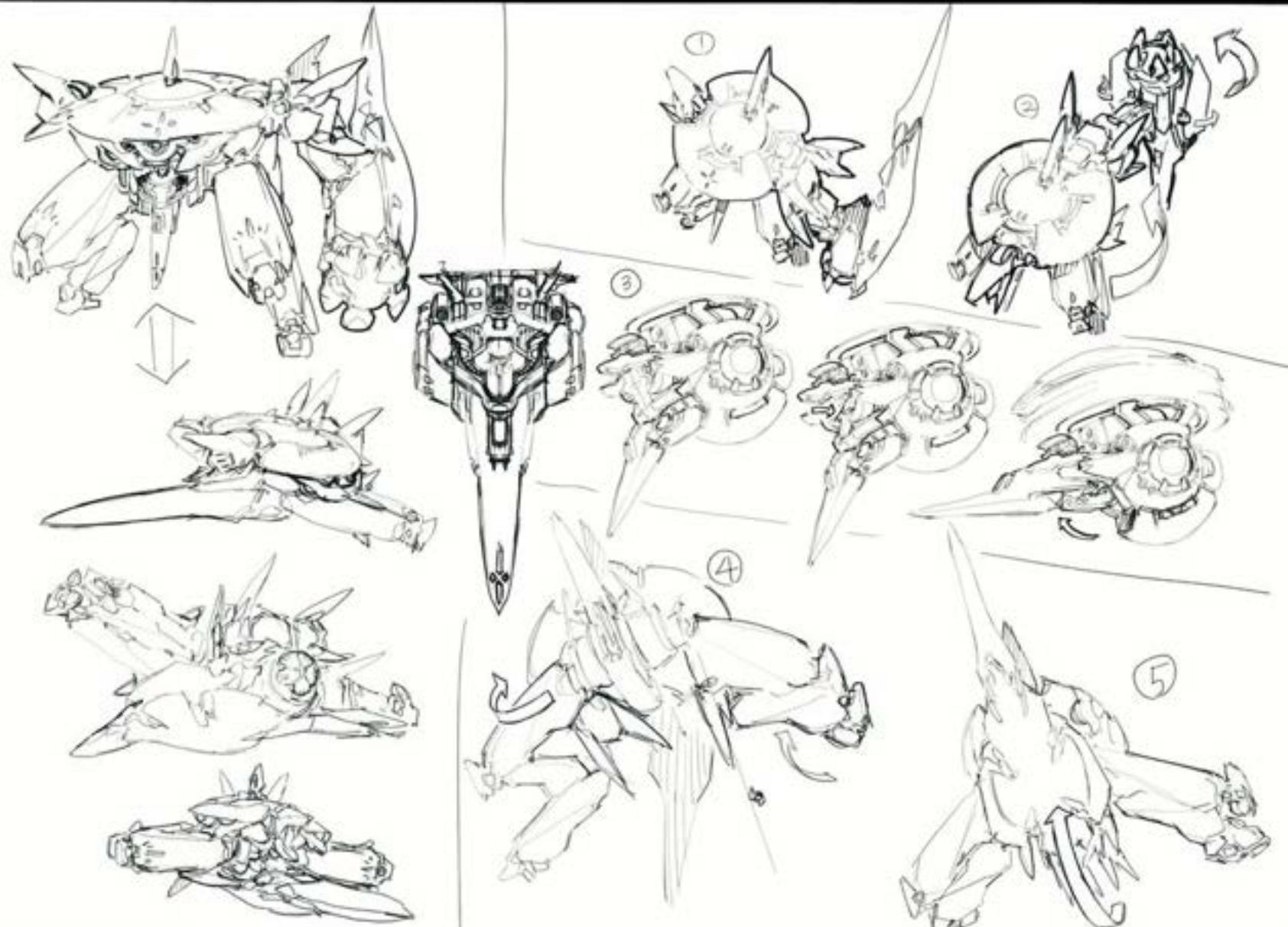
ENEMIES | ENNEMIS

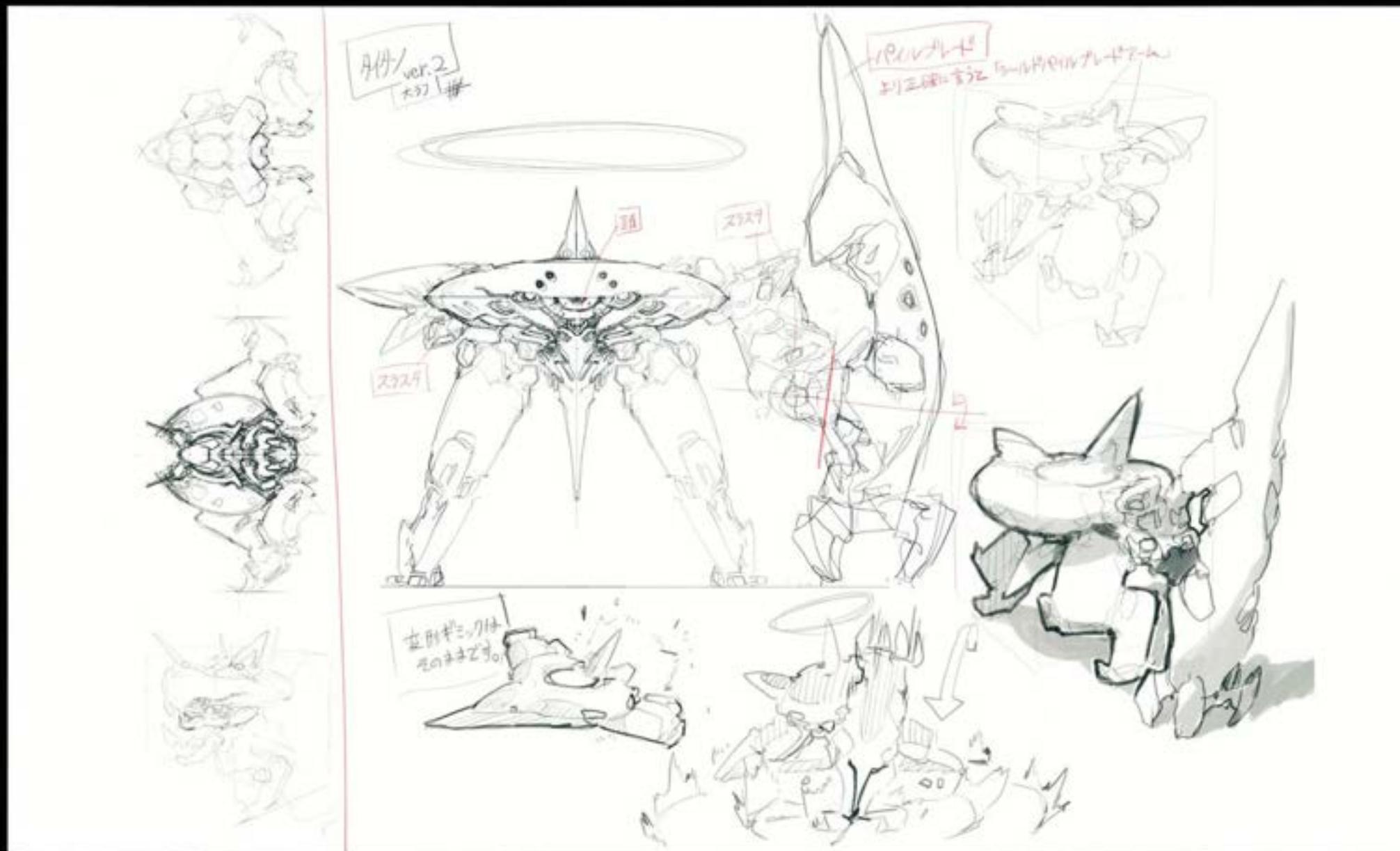


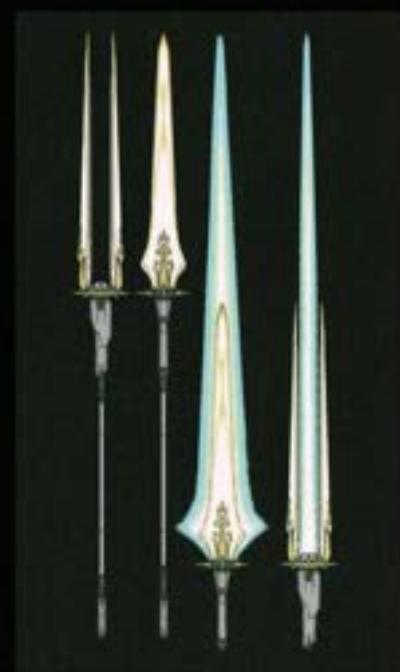


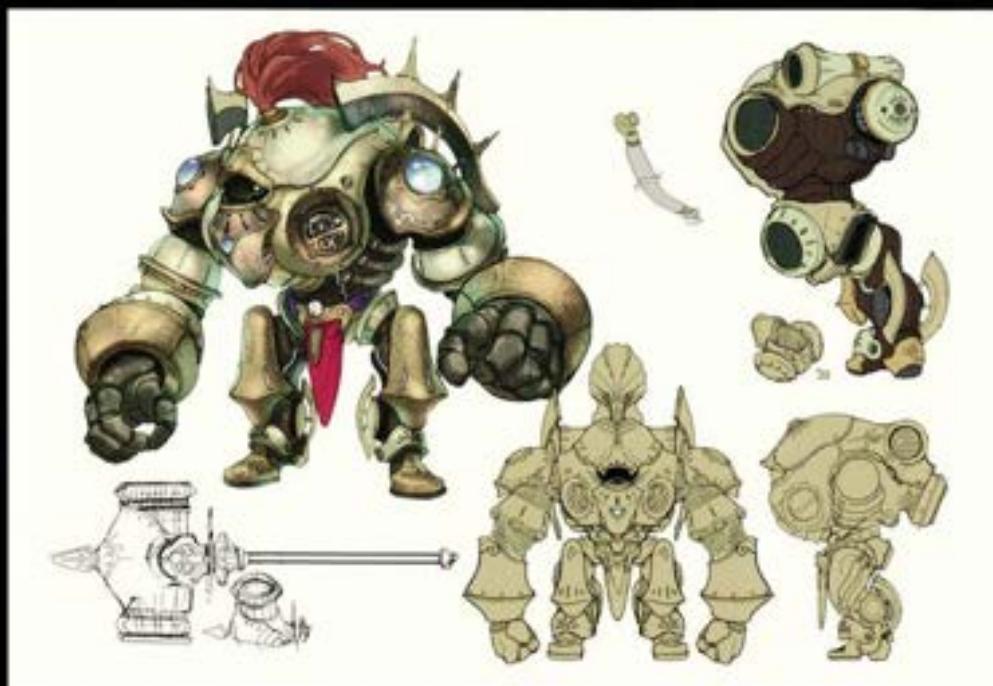
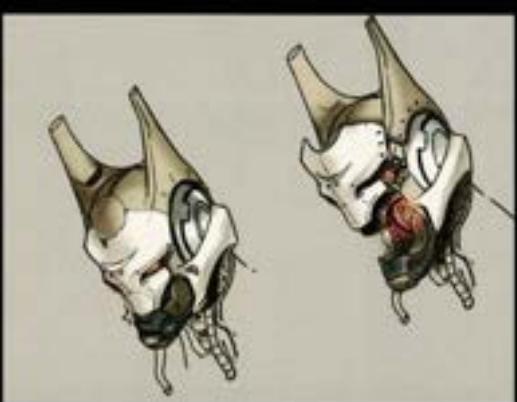








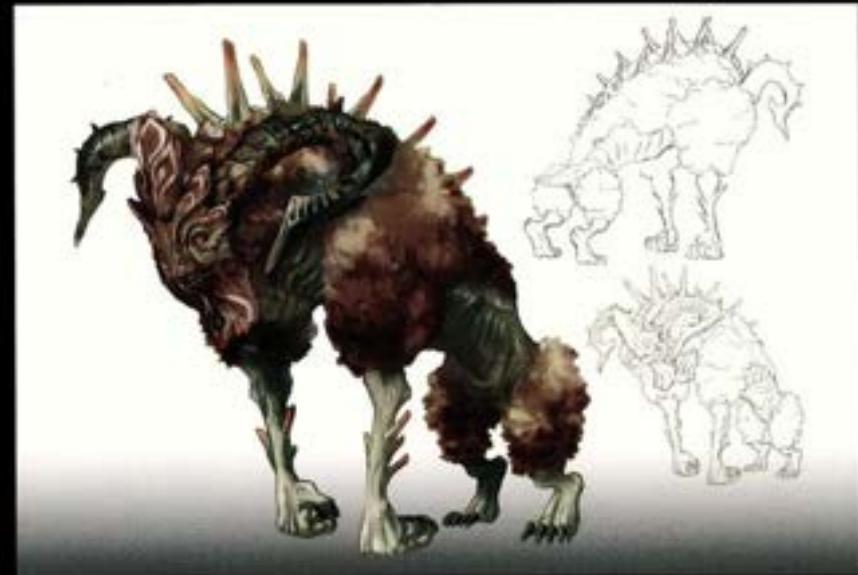






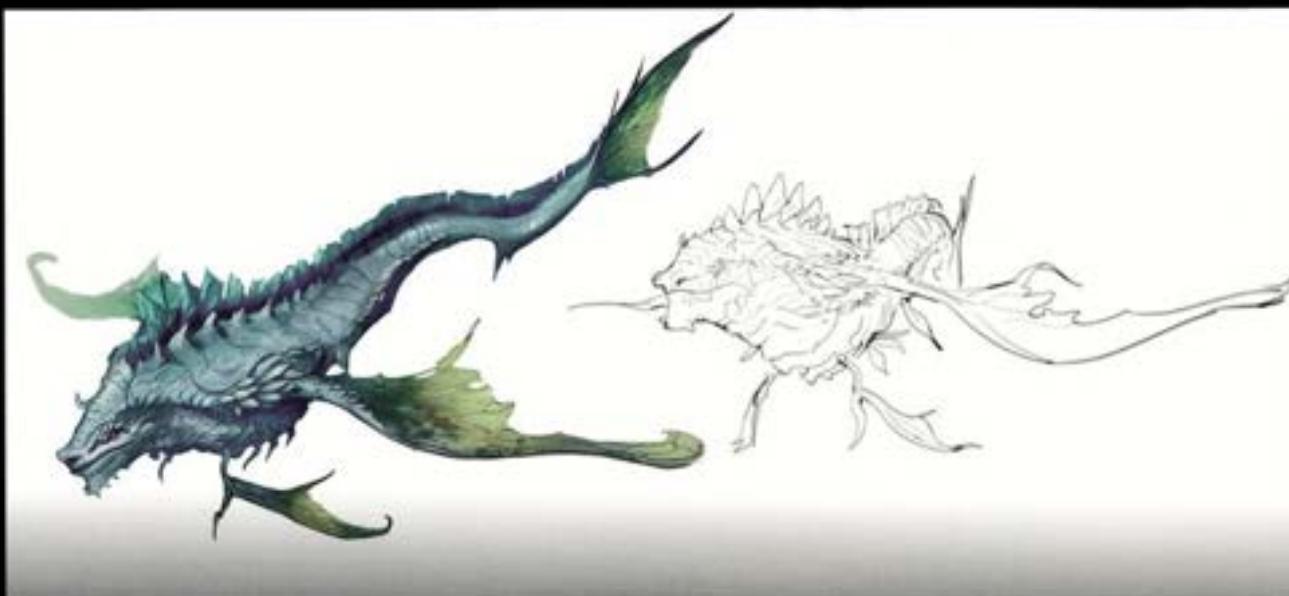
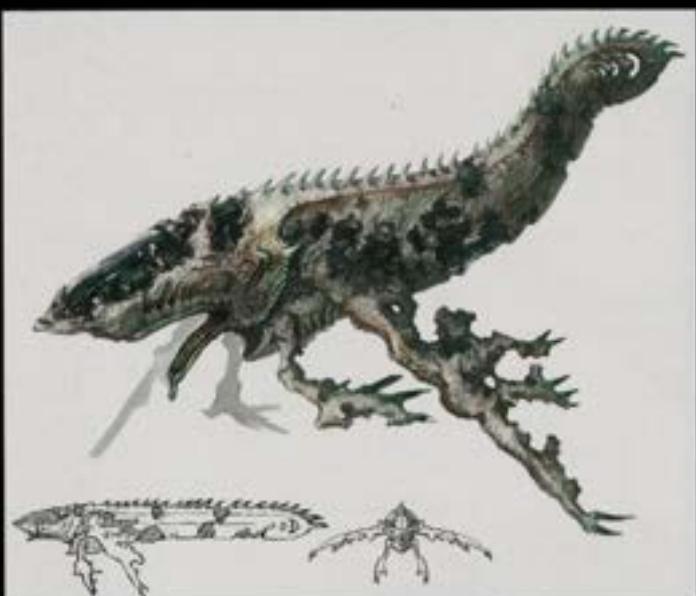










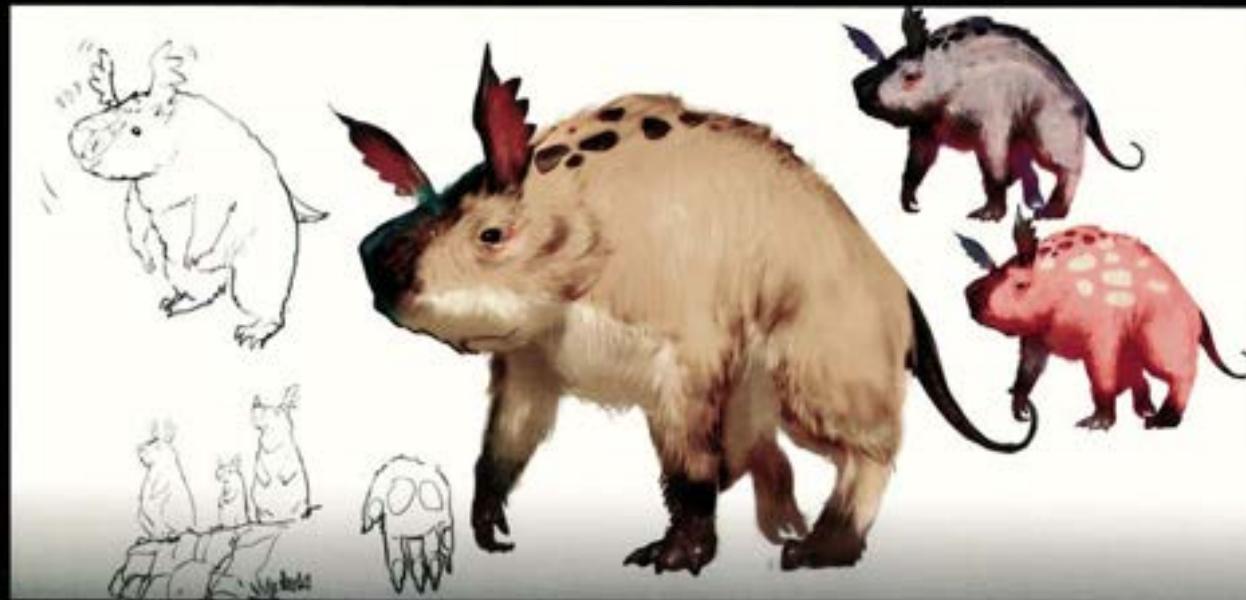


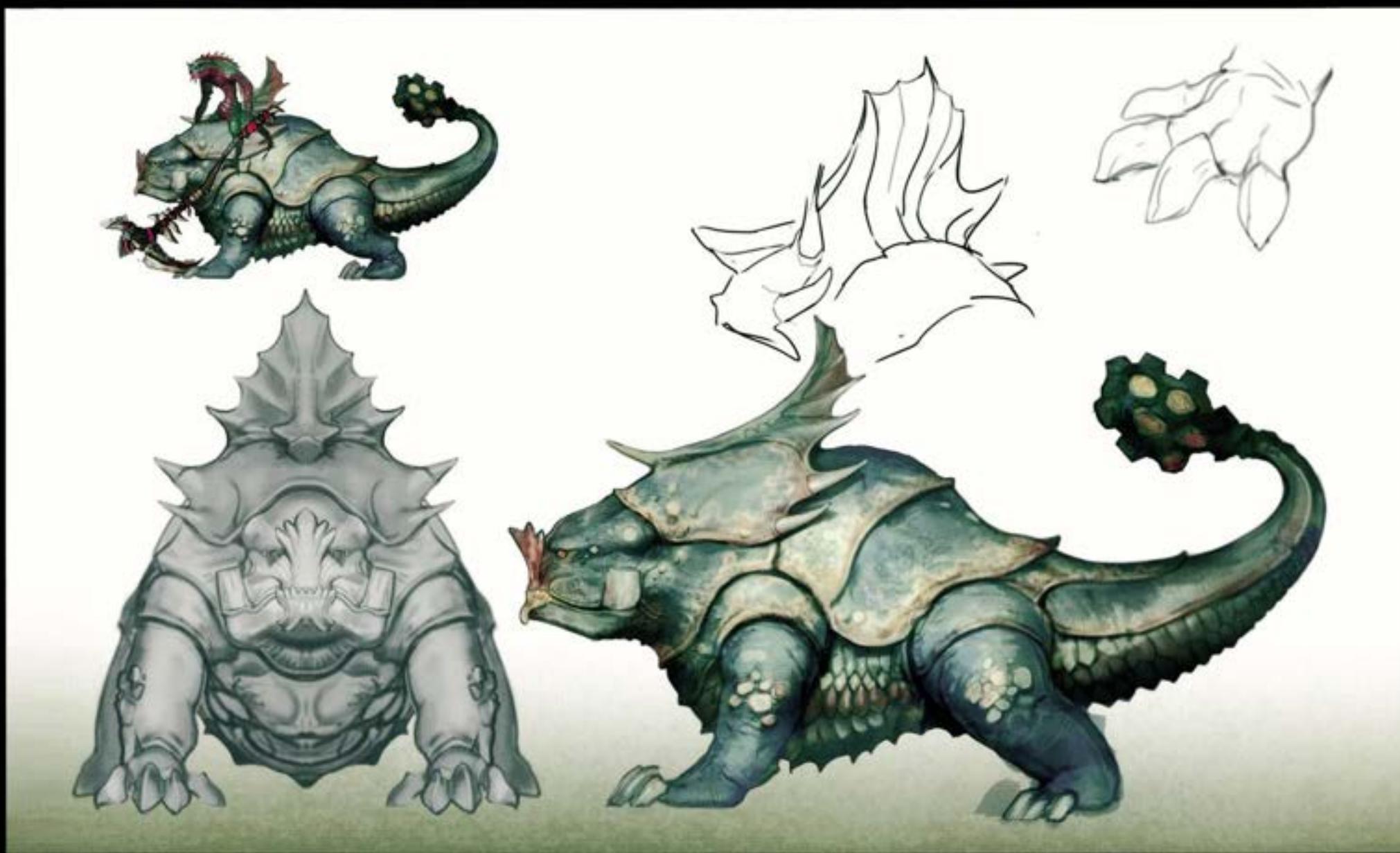


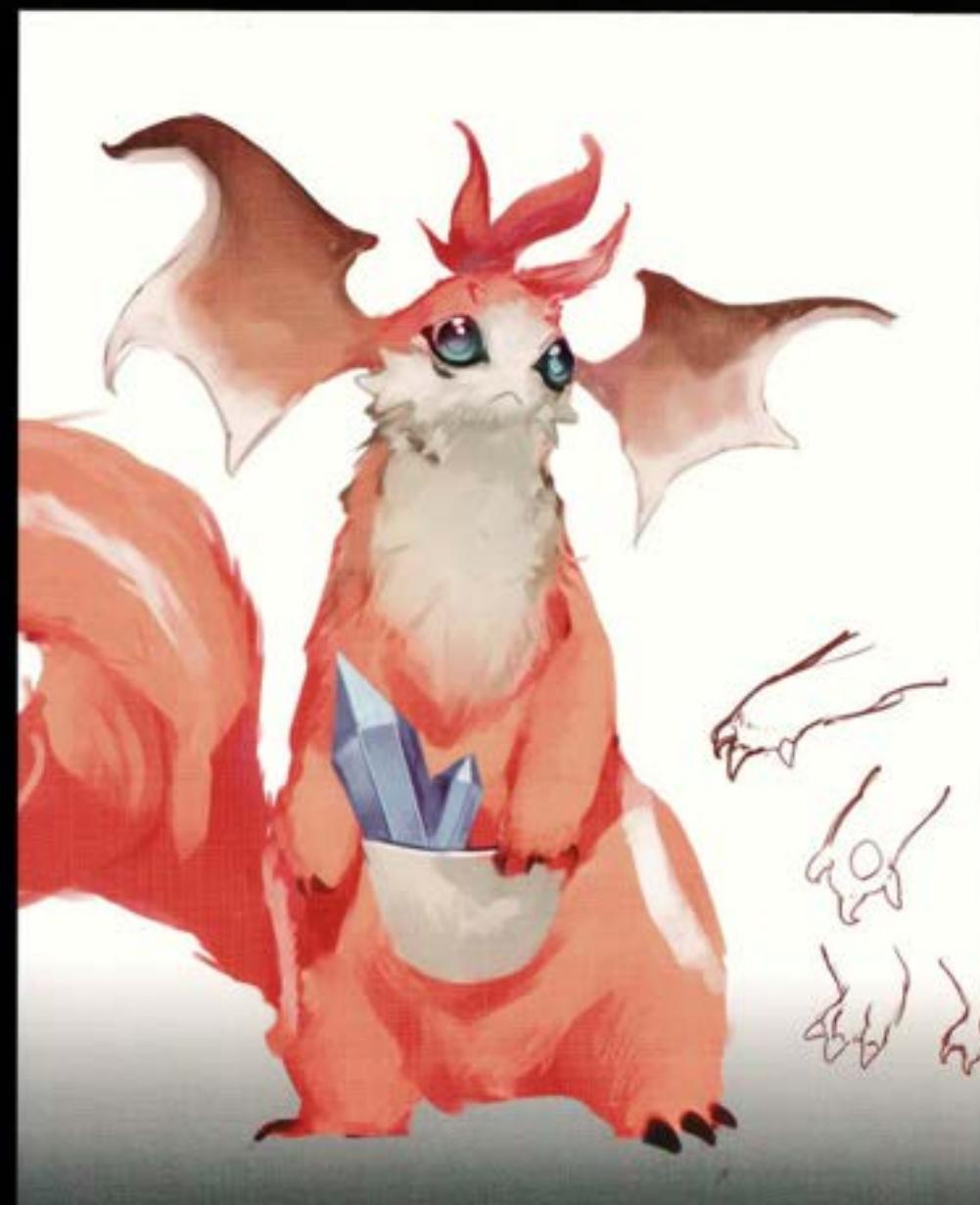


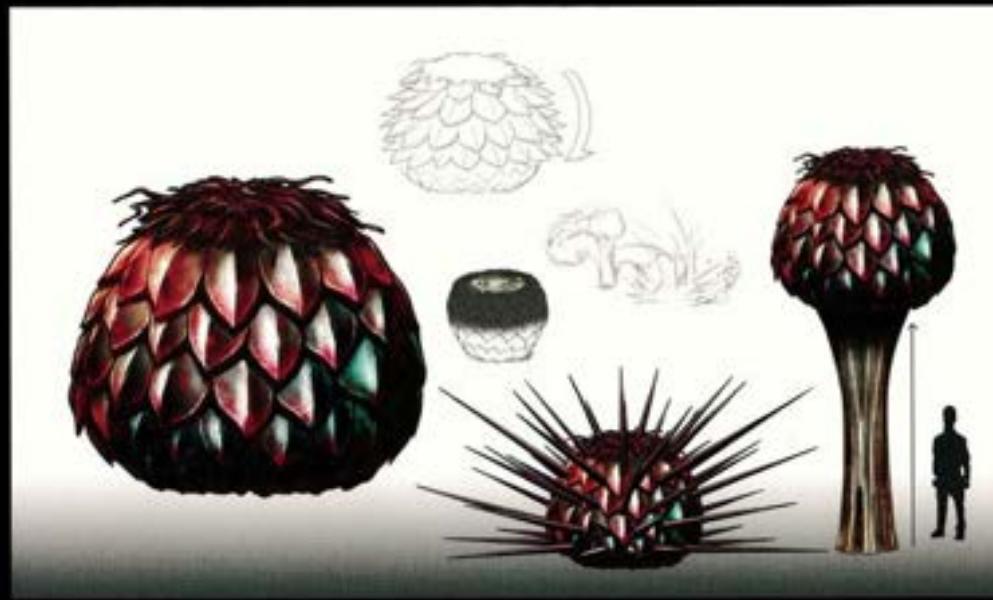
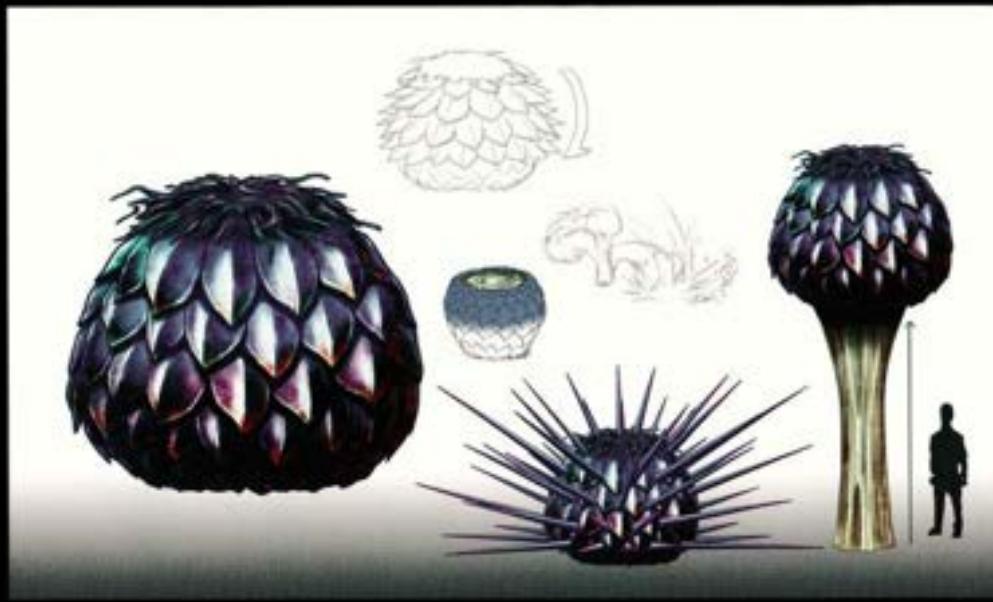






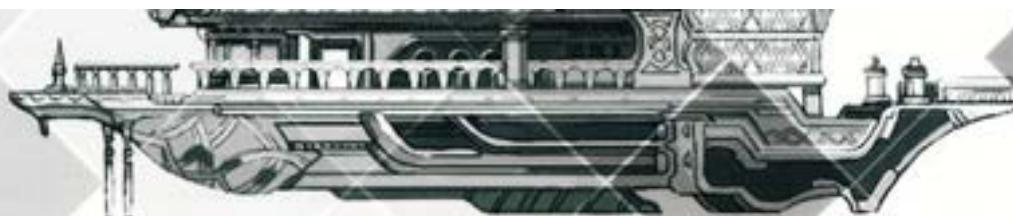


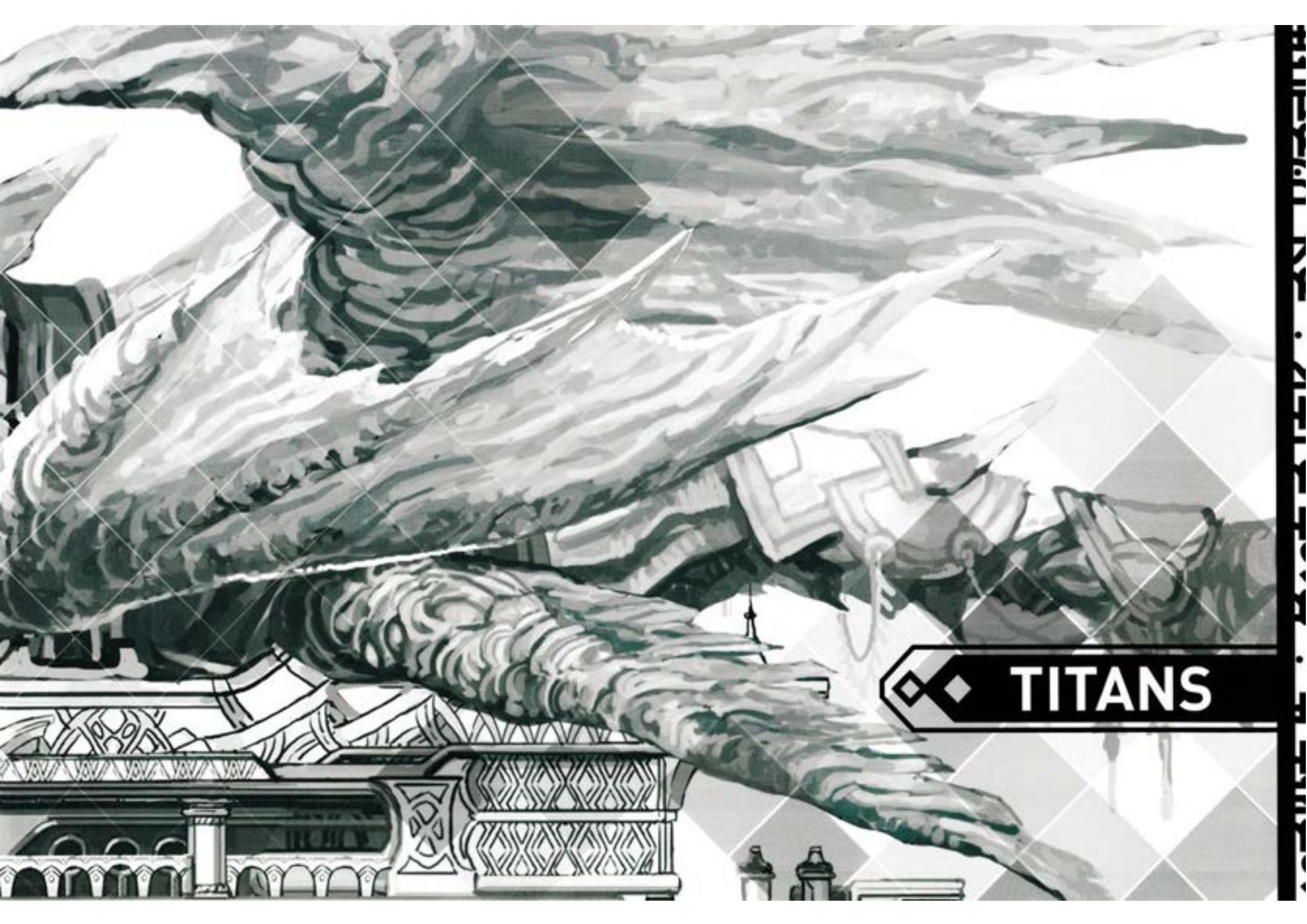




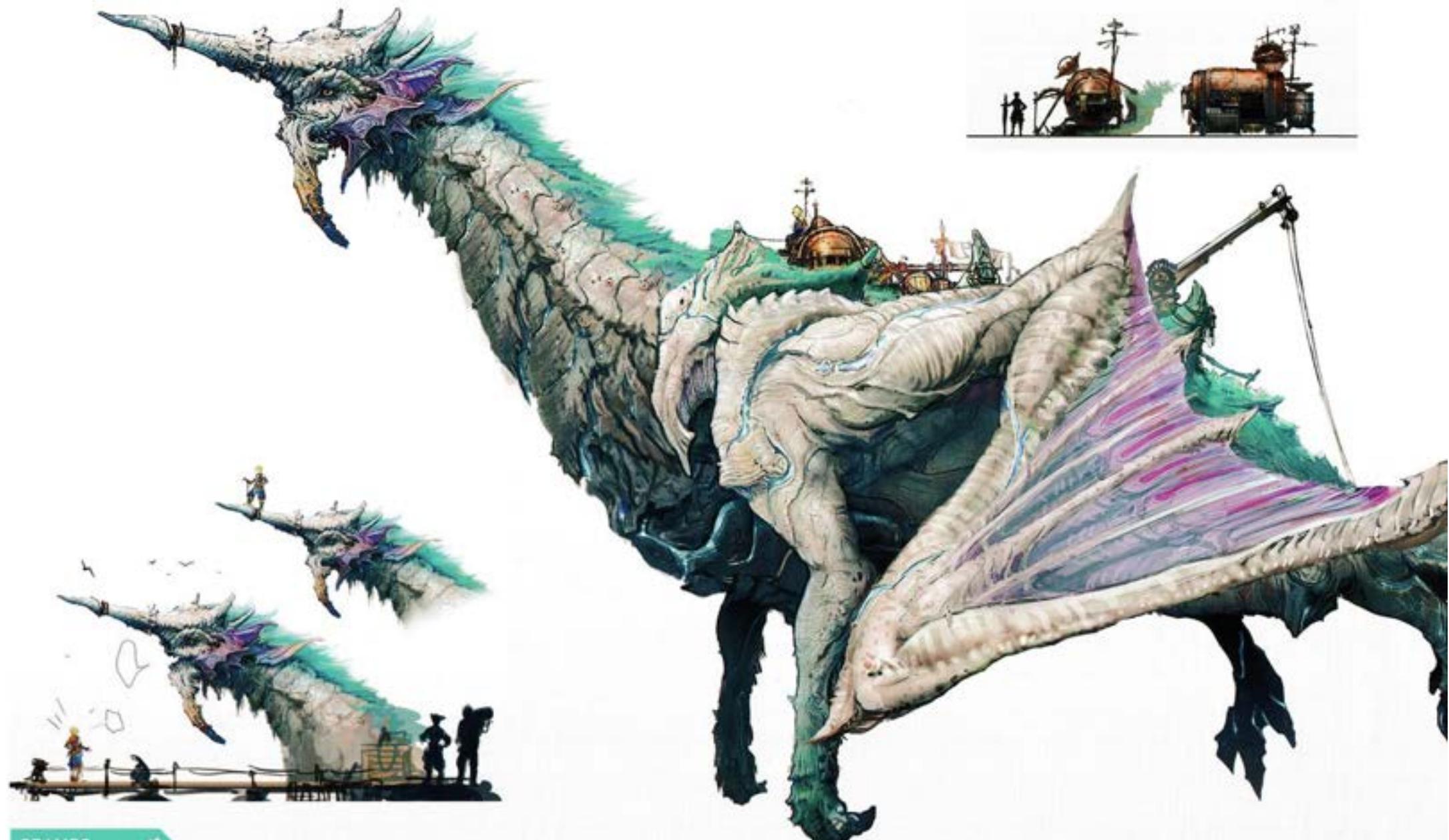






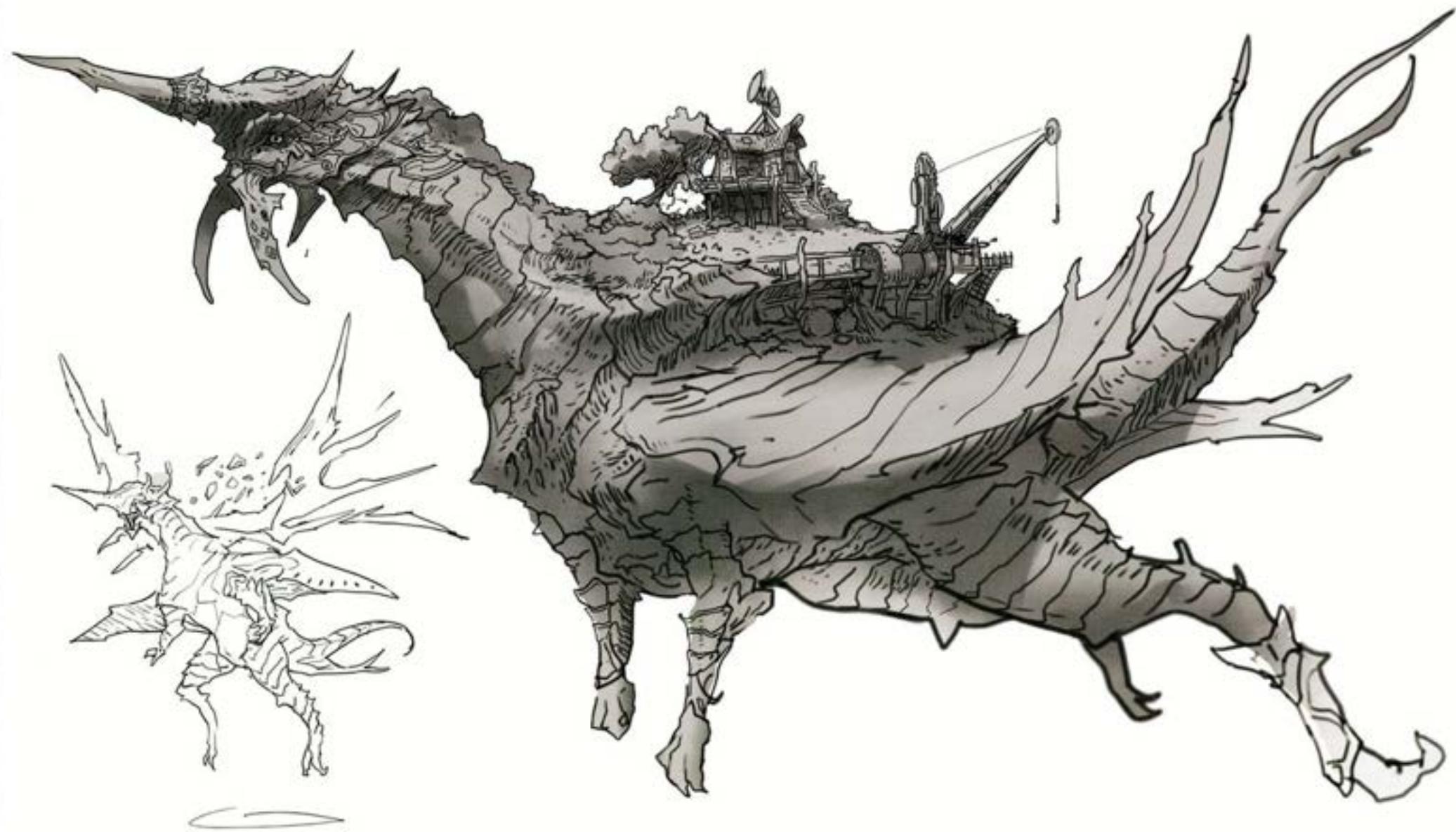


TITANS



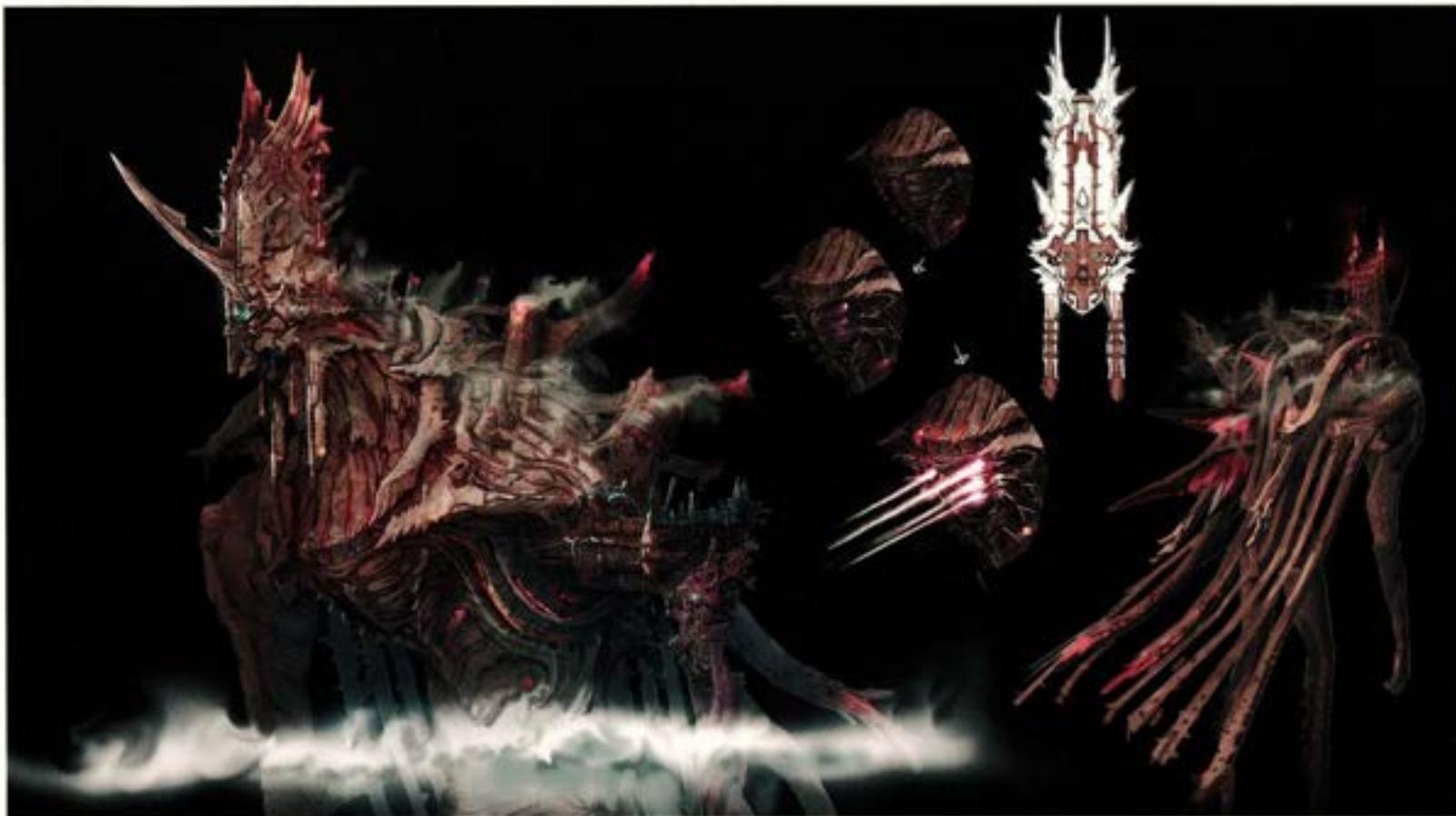
GRAMPS



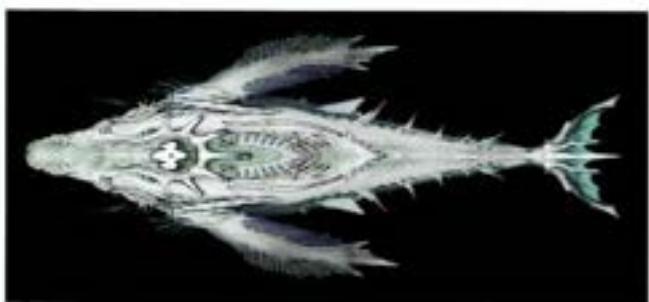




BABY GRAMPS | BÉBÉS GRAMPS



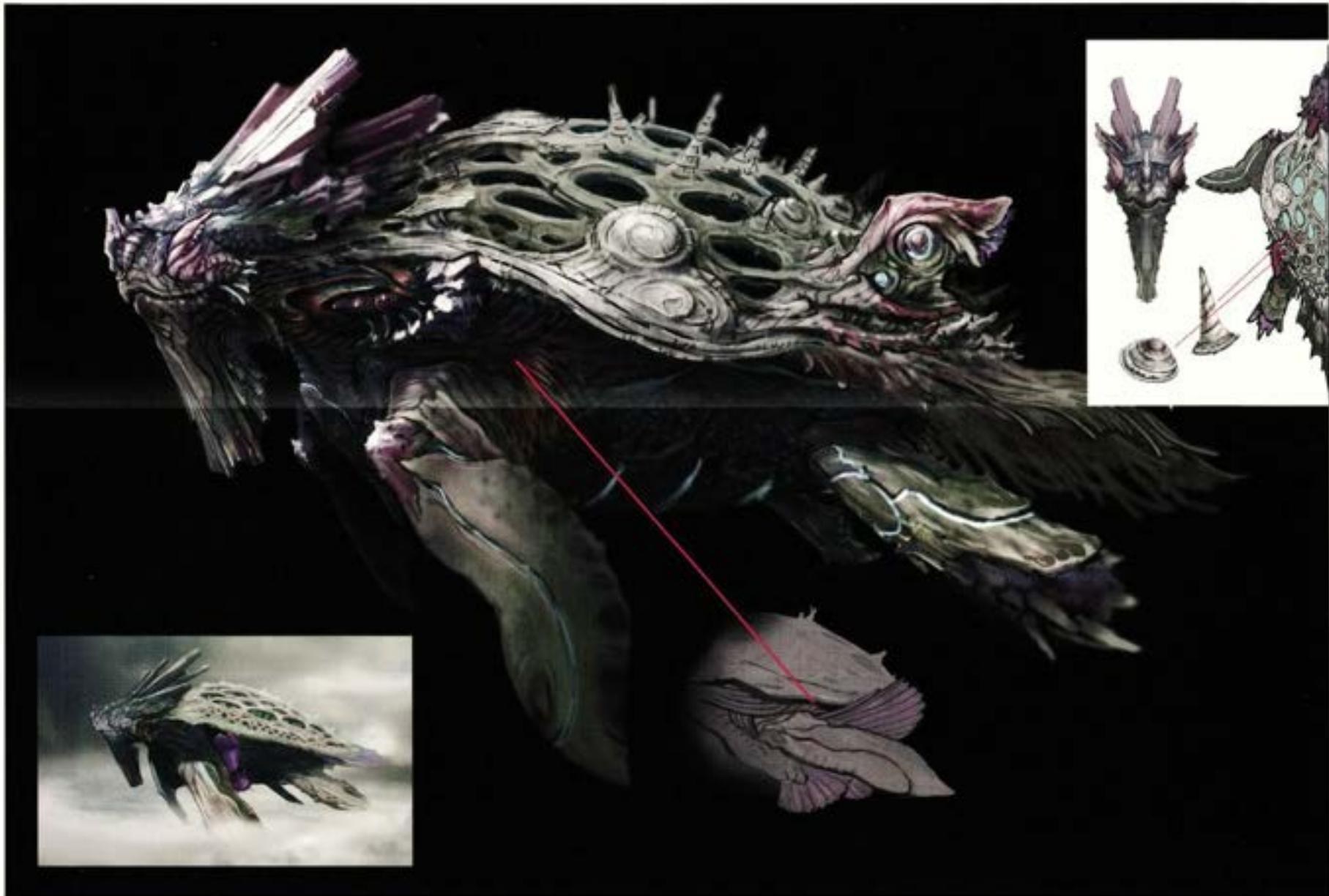
ARDAINIAN TITAN | TITAN D'ARDAINIAN



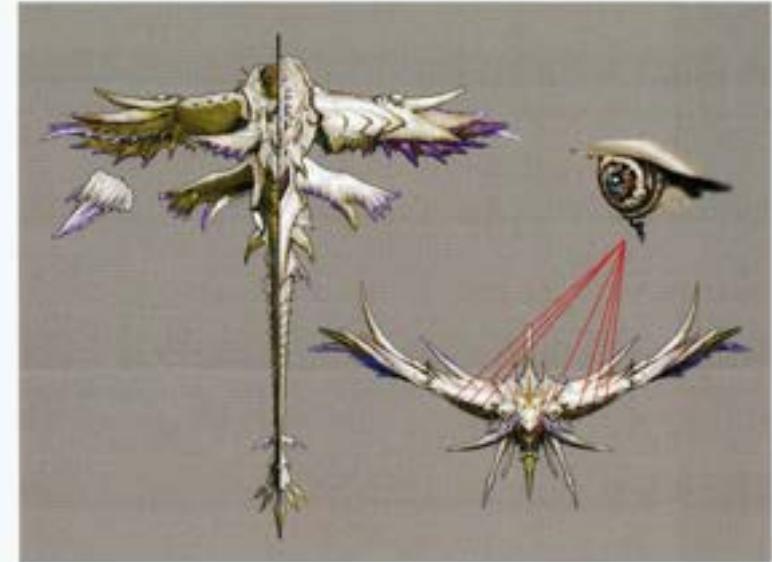
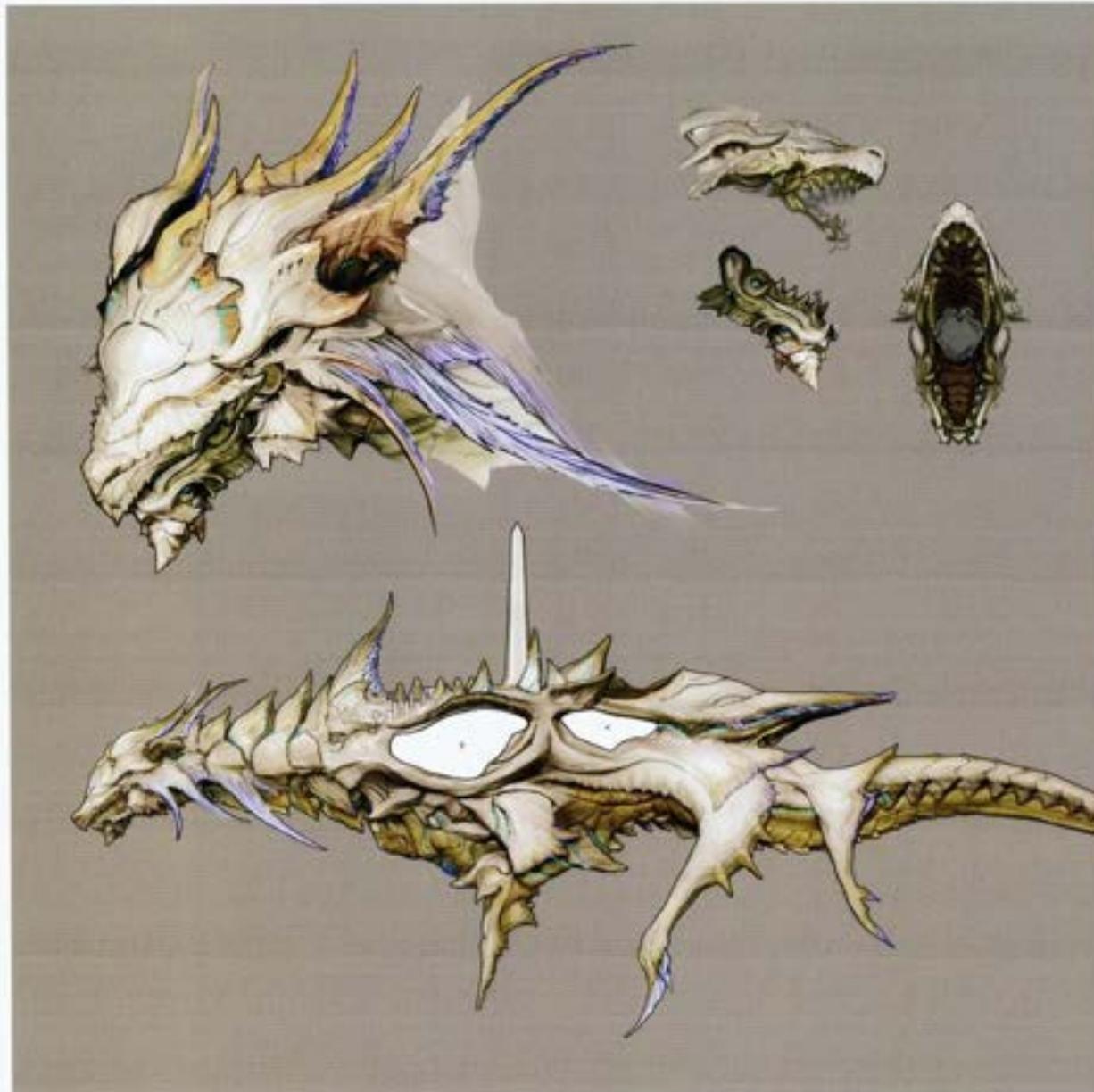
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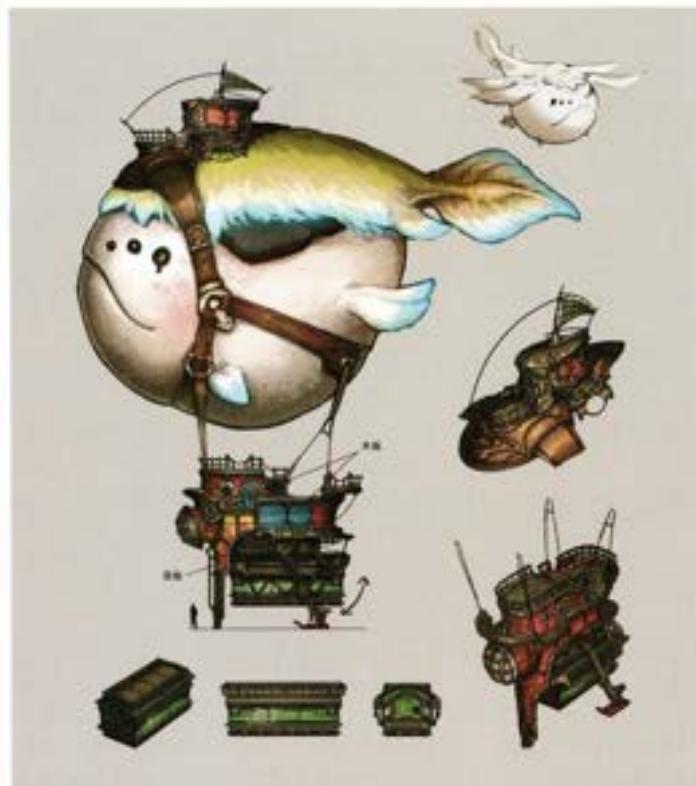


GORMOTTI TITAN | TITAN GORMOTTOIS



TANTALESE TITAN | TITAN DE TANTALESE





➡ ARGENTUM TRADE GUILD TITAN | TITAN DE LA GUILDE DE COMMERCE D'ARGENTUM

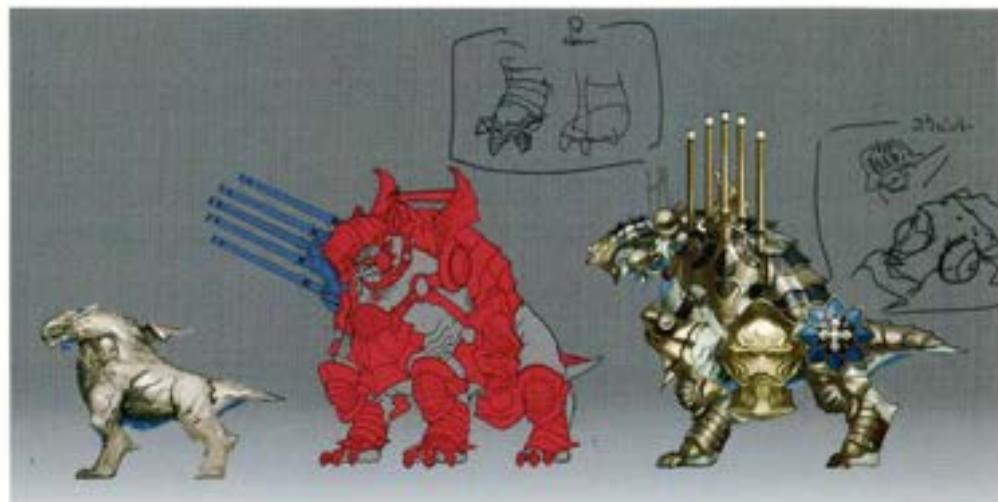


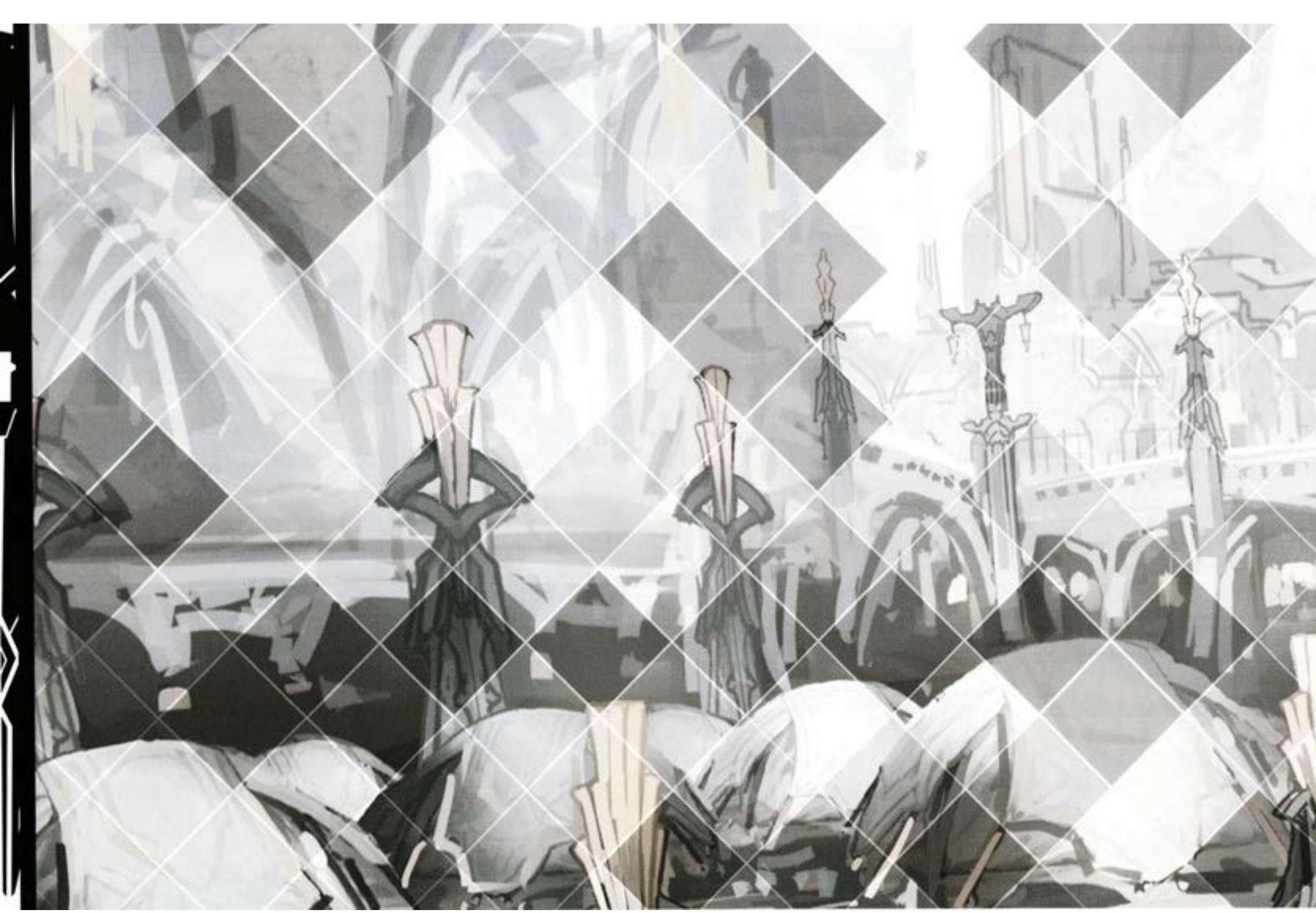








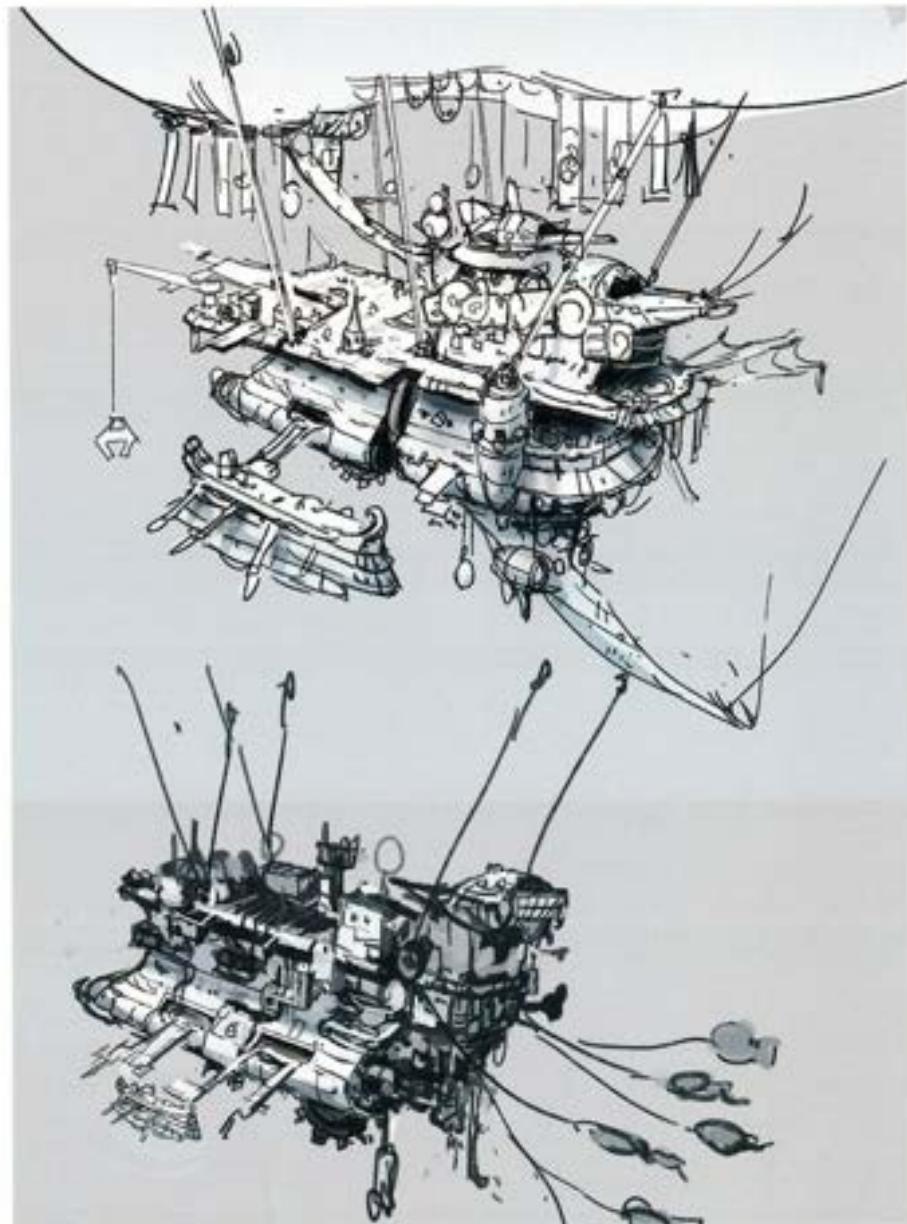
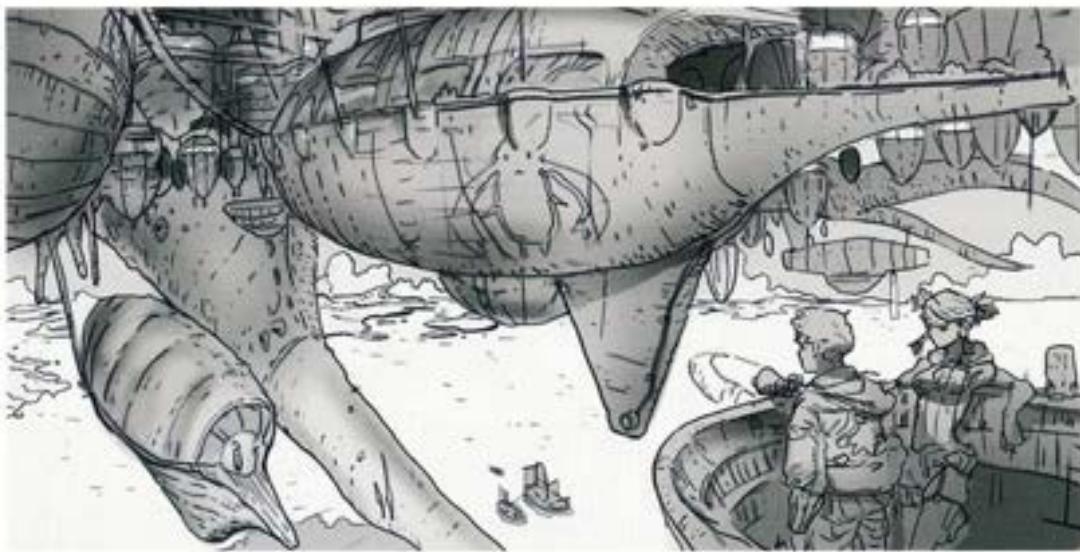




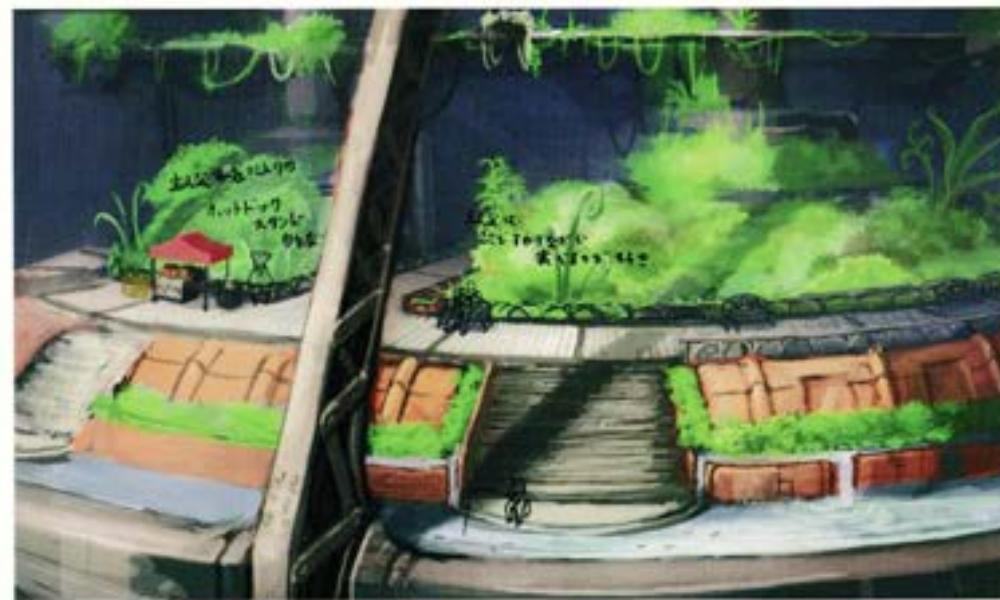
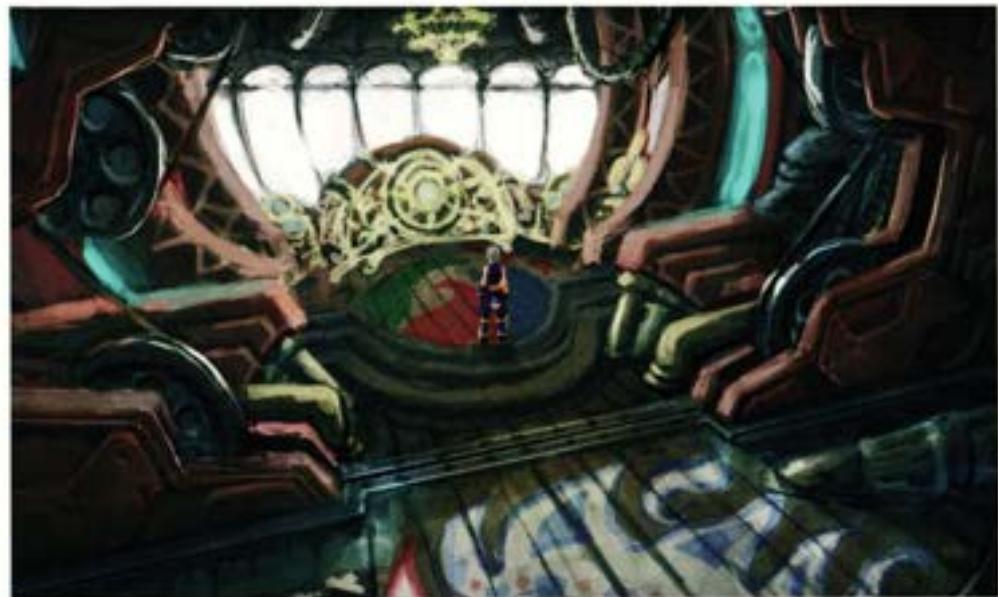


LOCATIONS | LIEUX



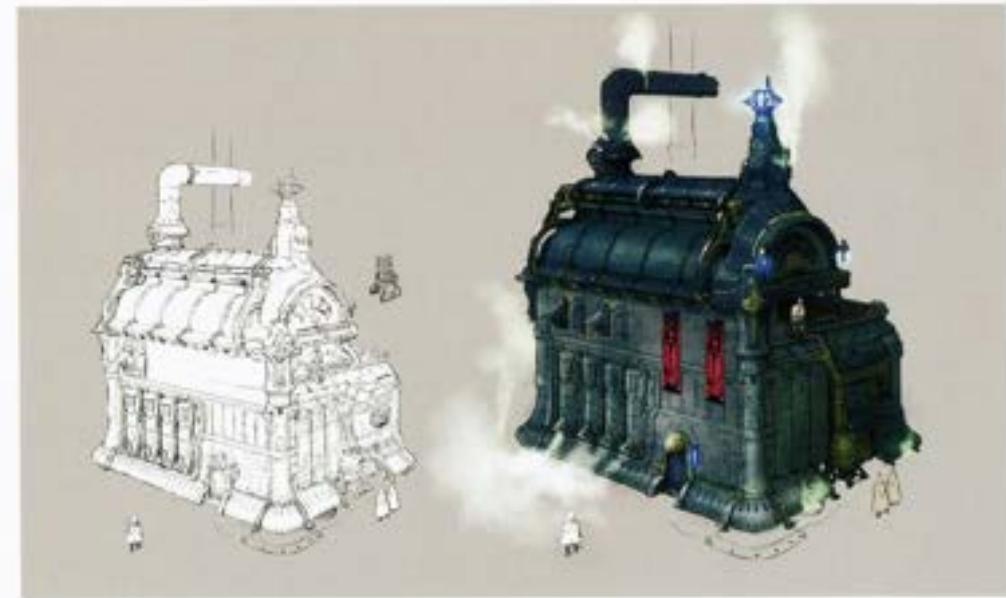
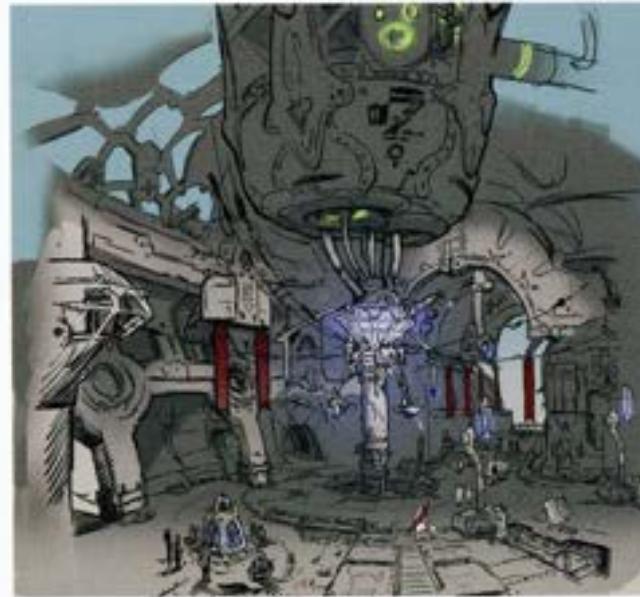


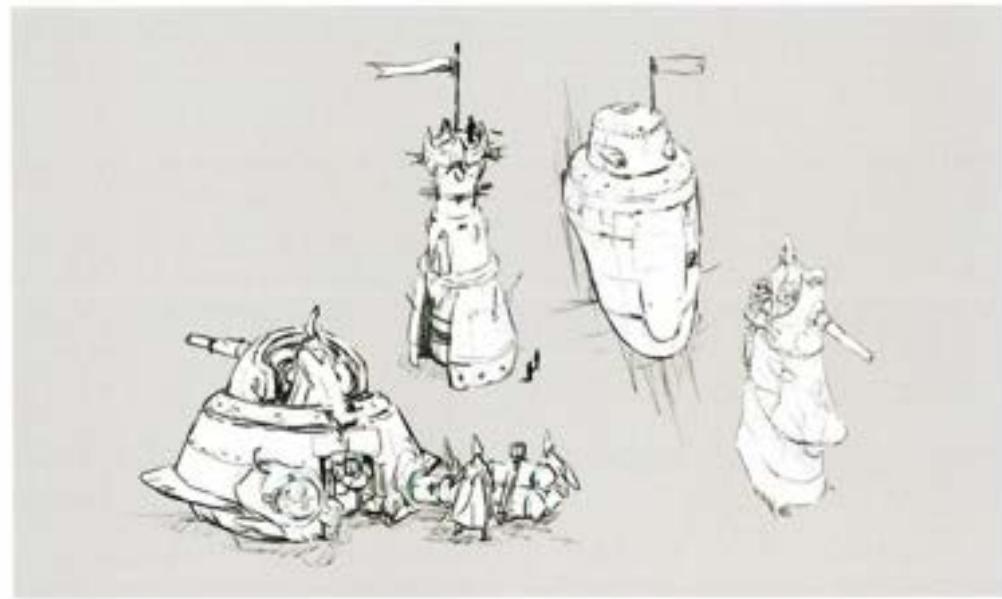
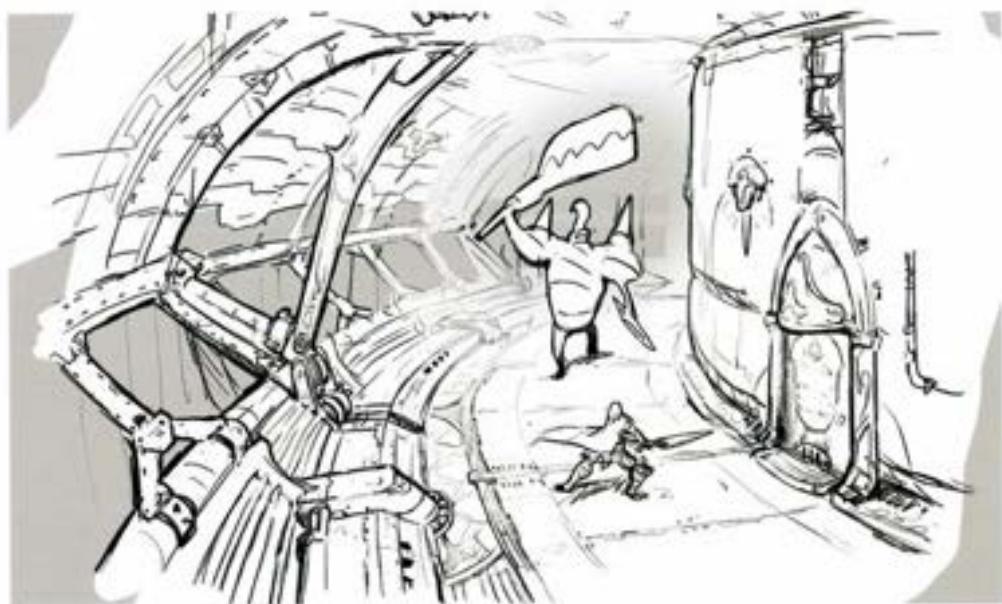
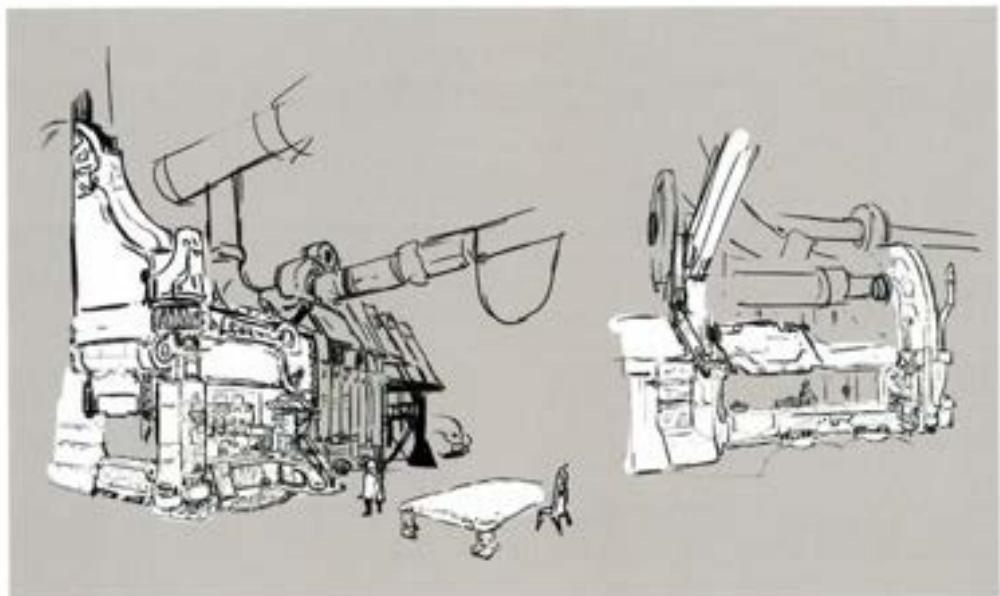


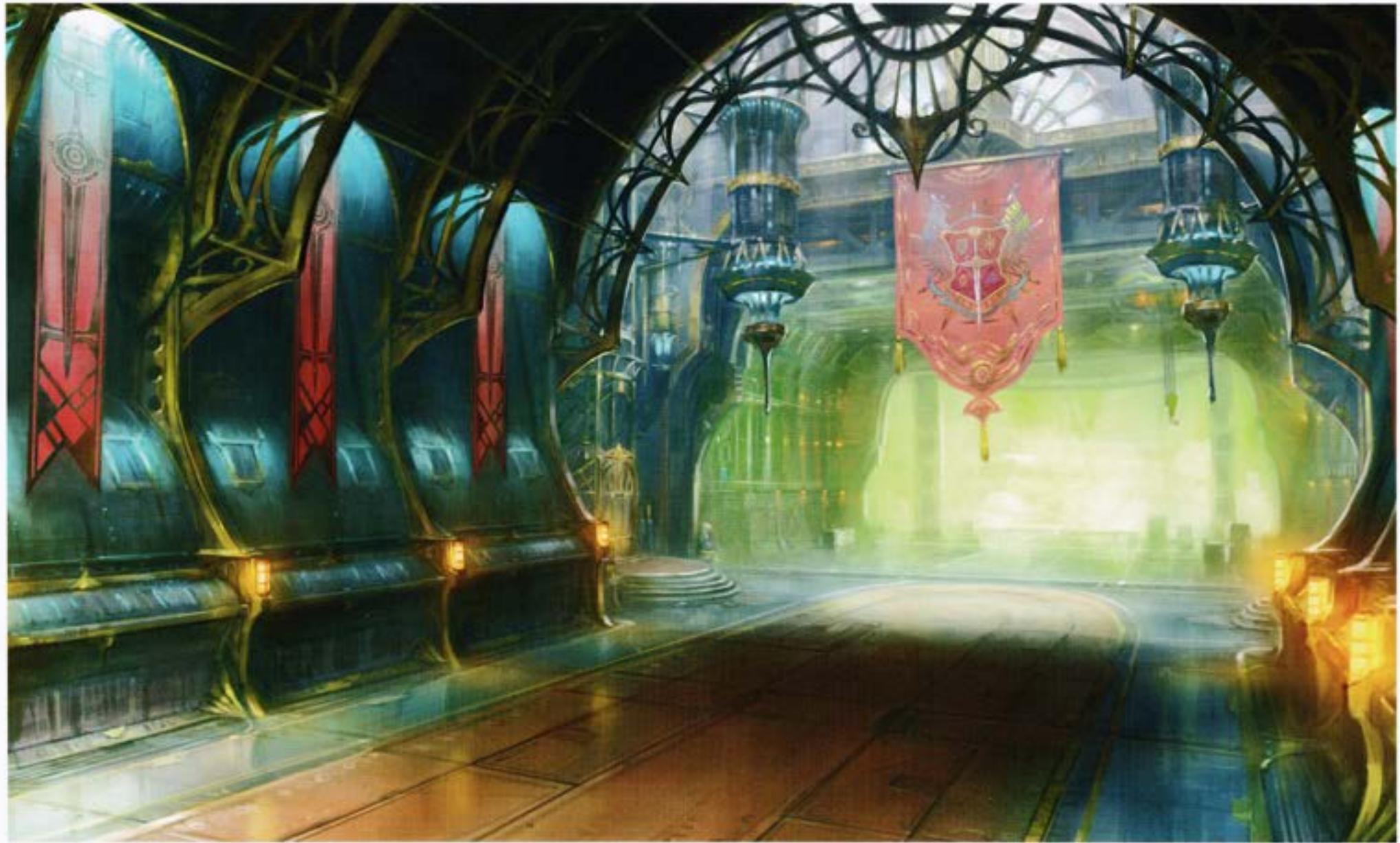
















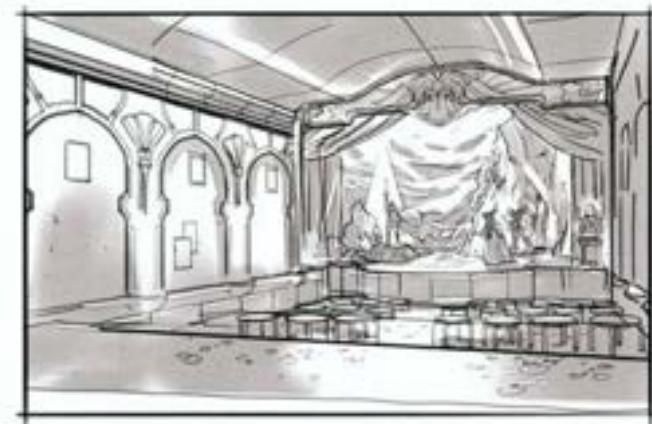
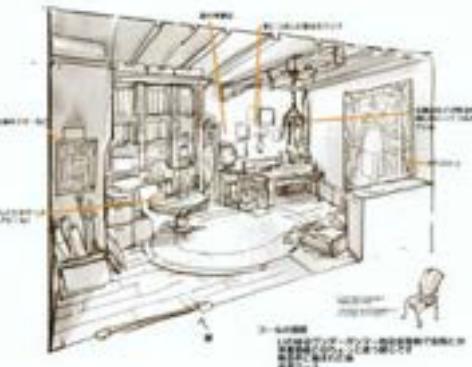


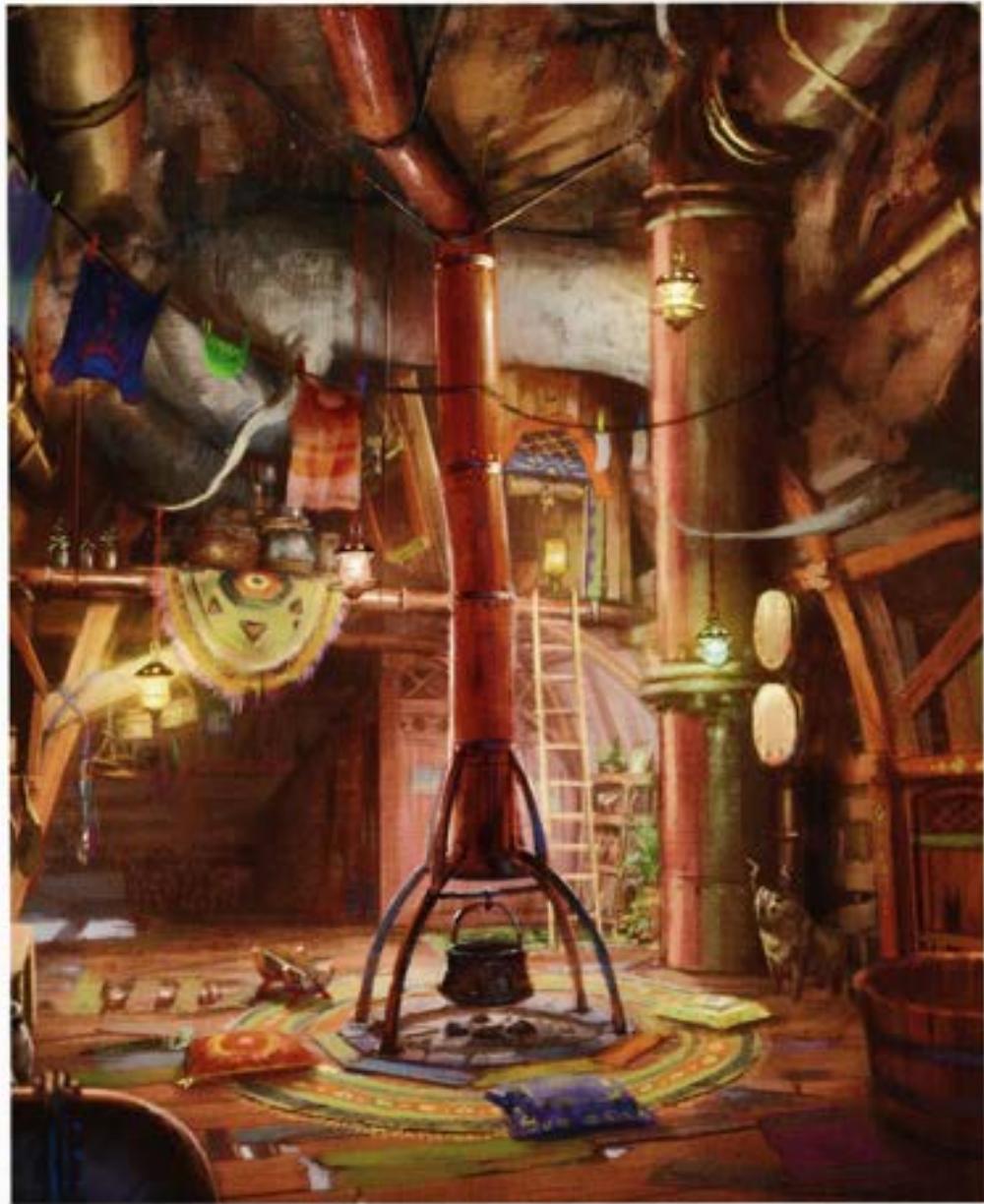








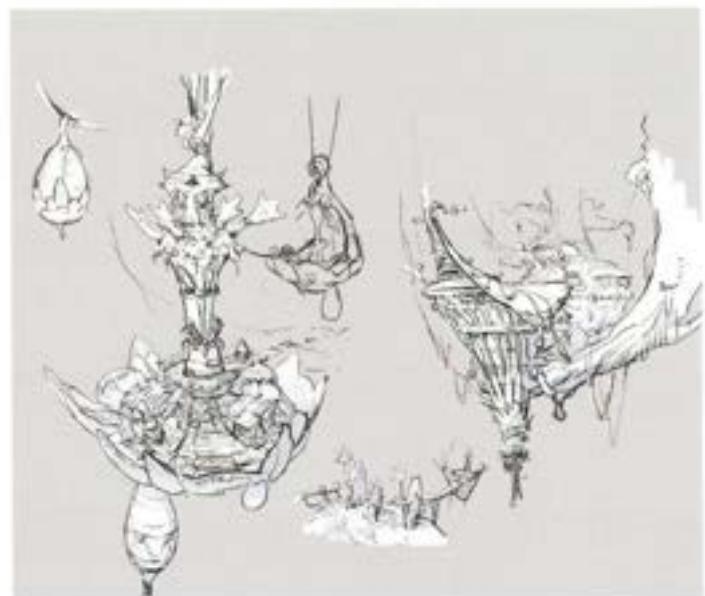
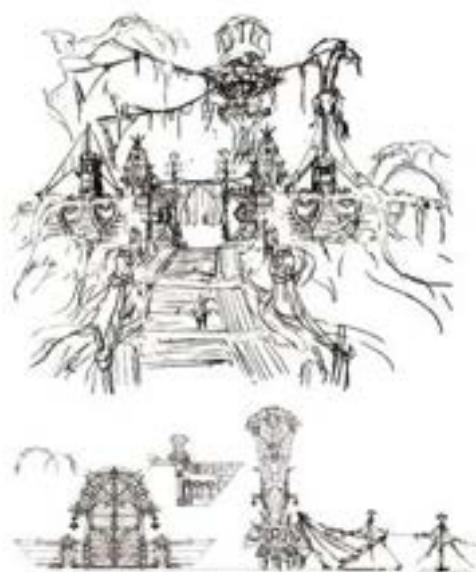
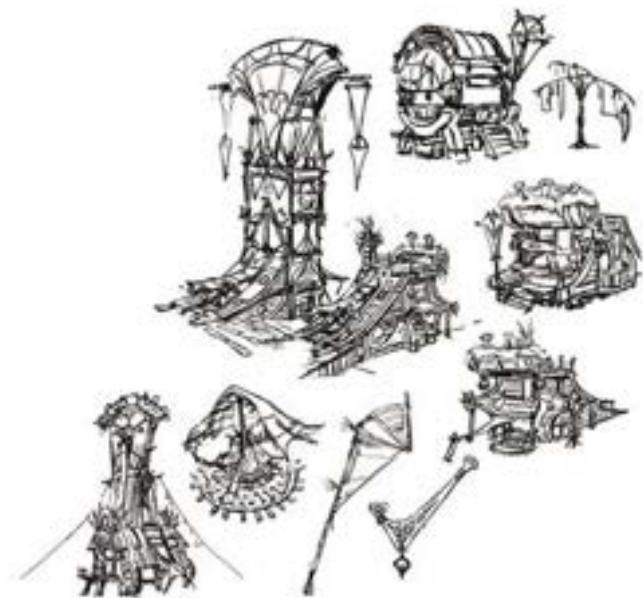






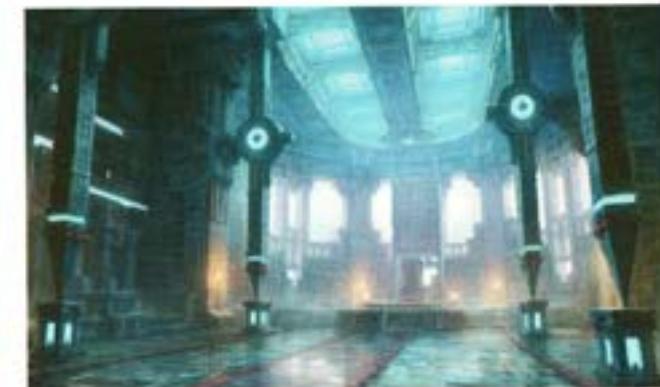




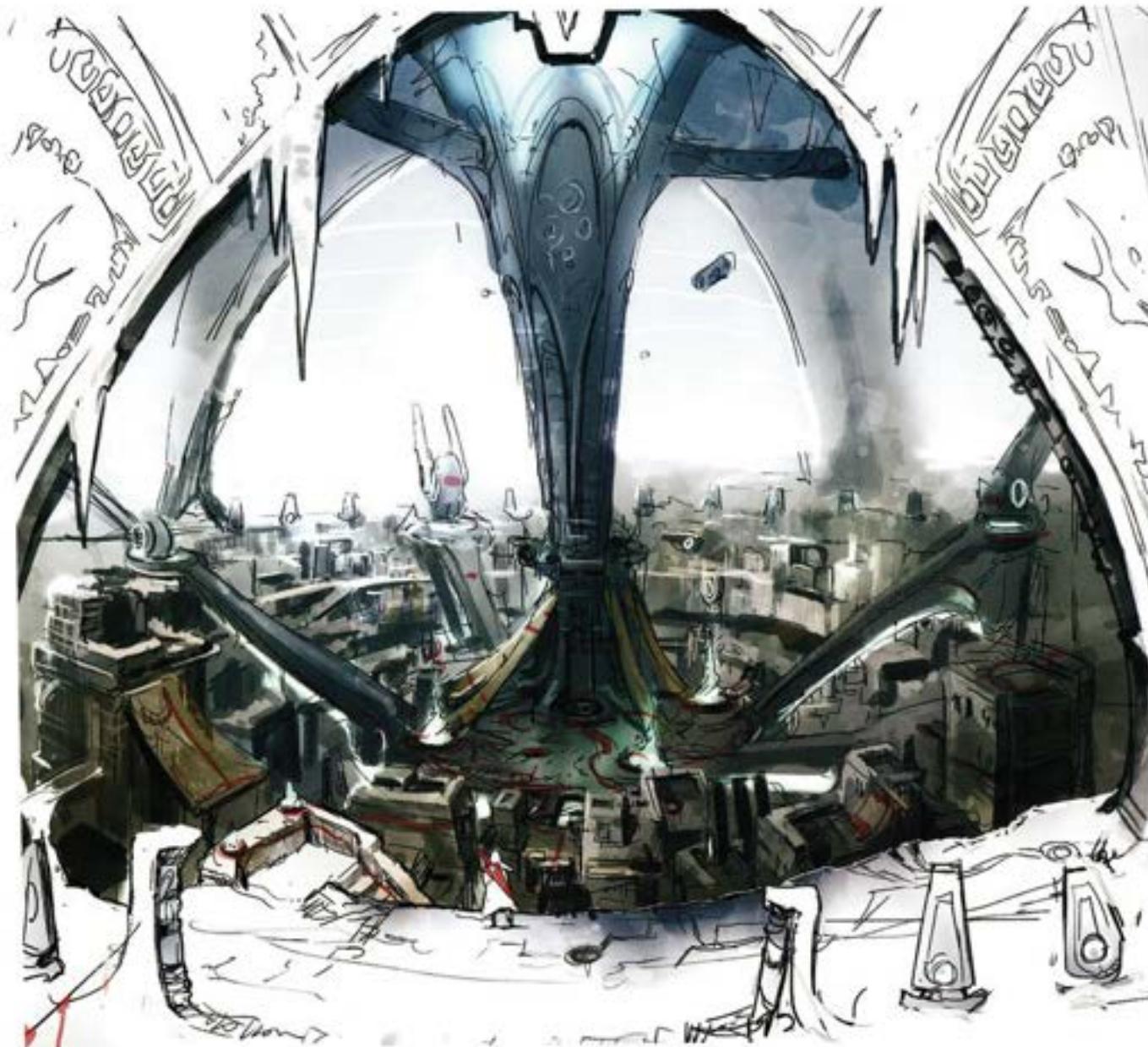


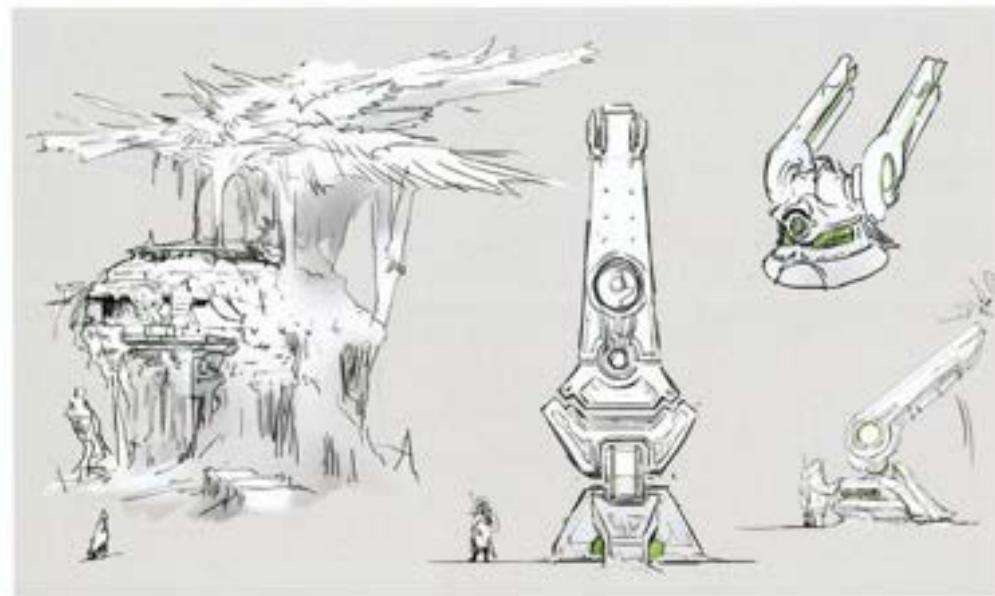
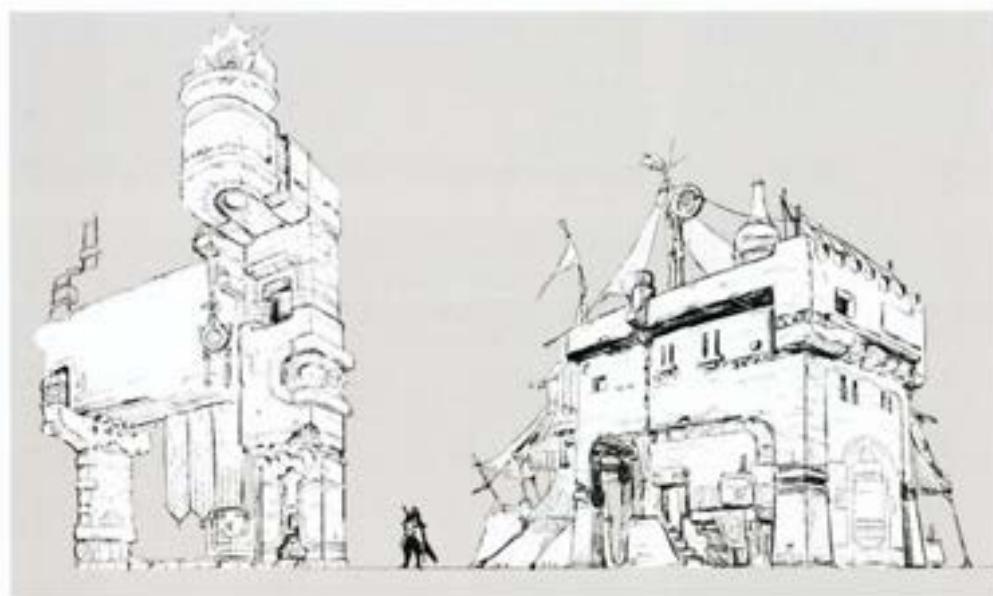
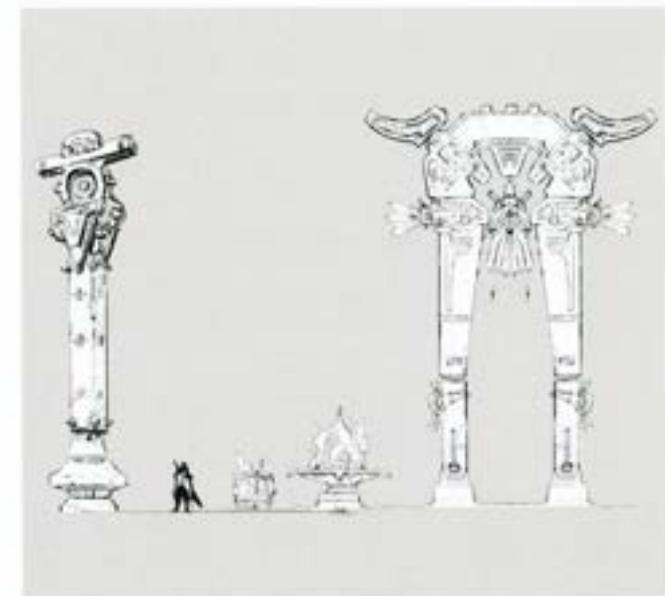
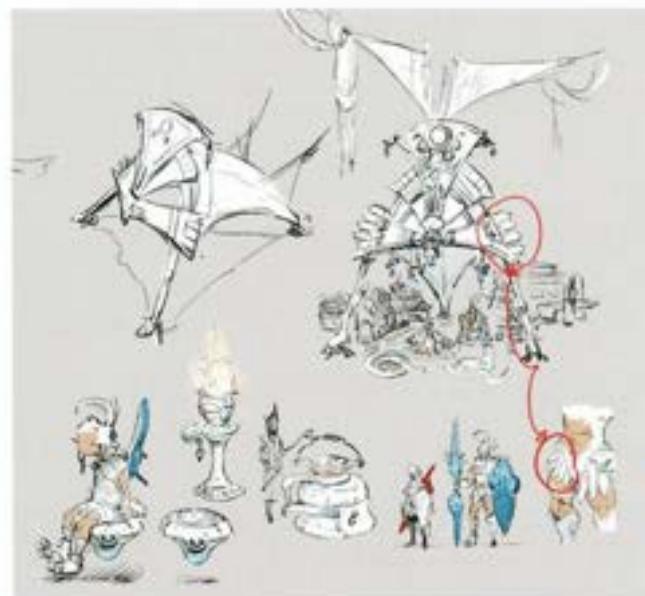
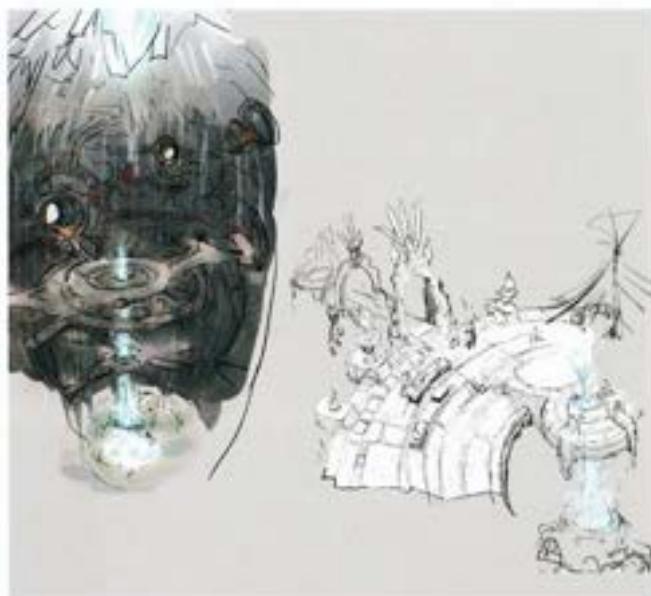






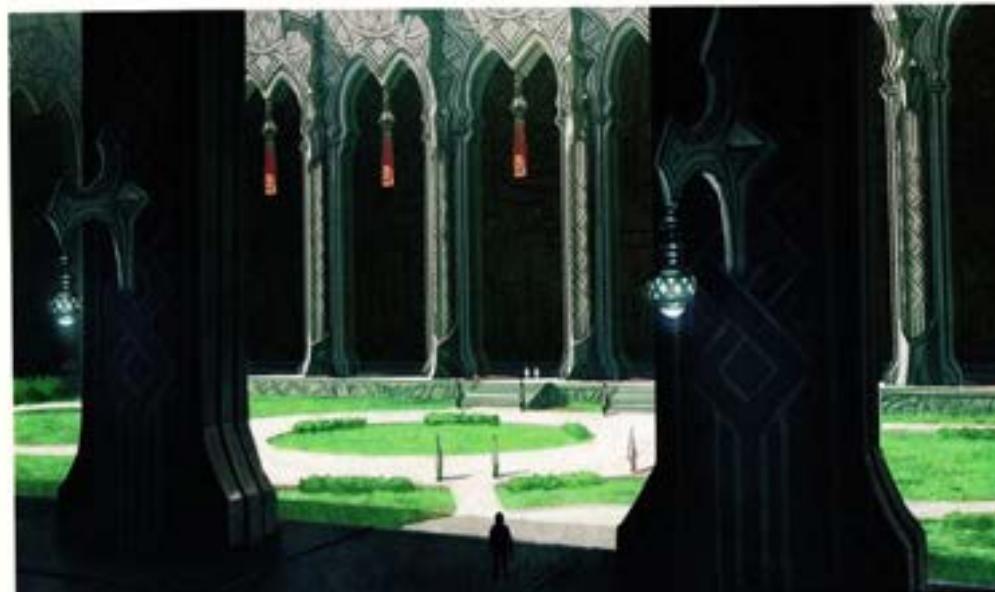
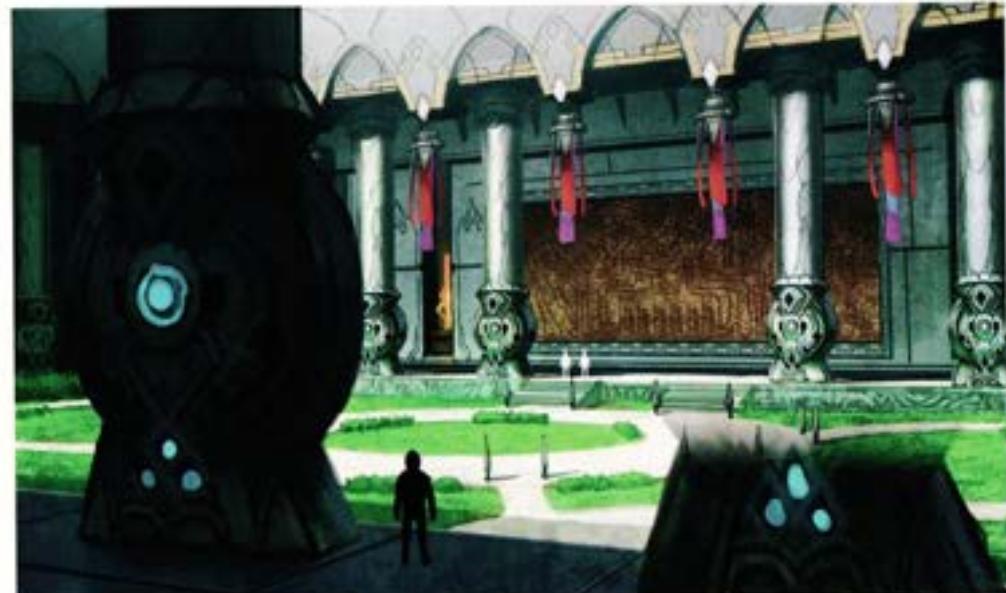
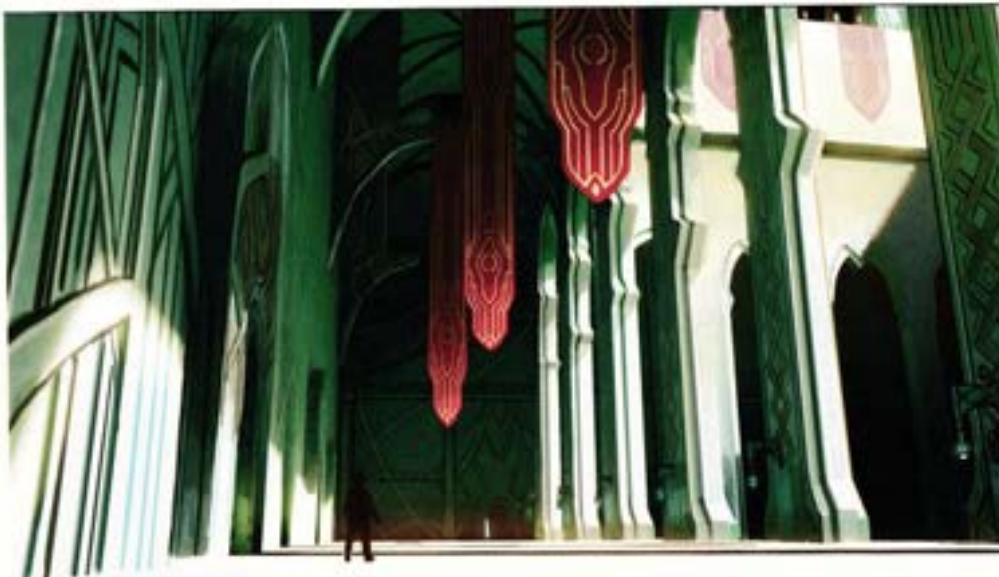




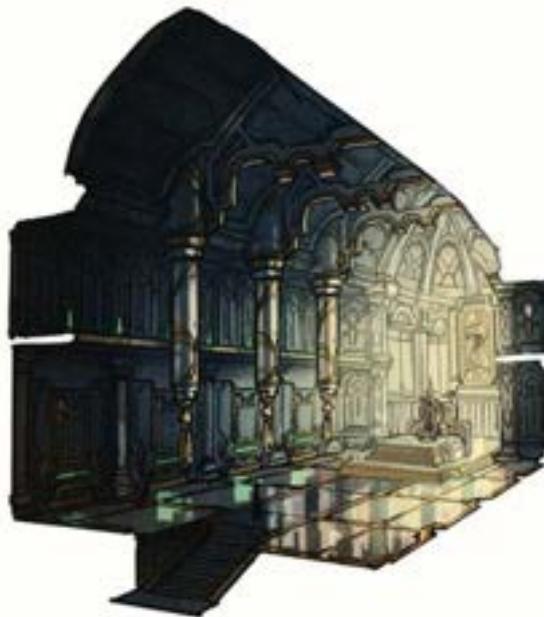


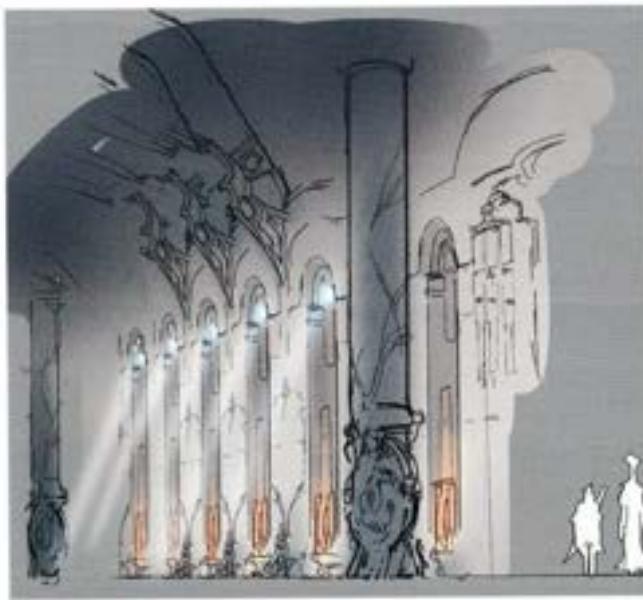
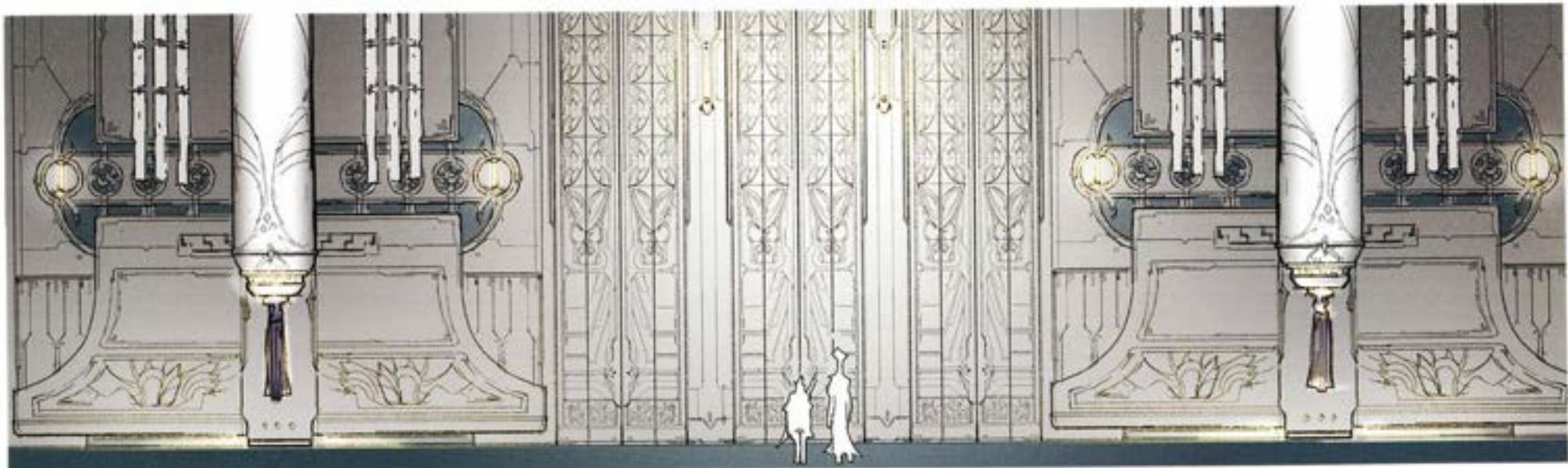














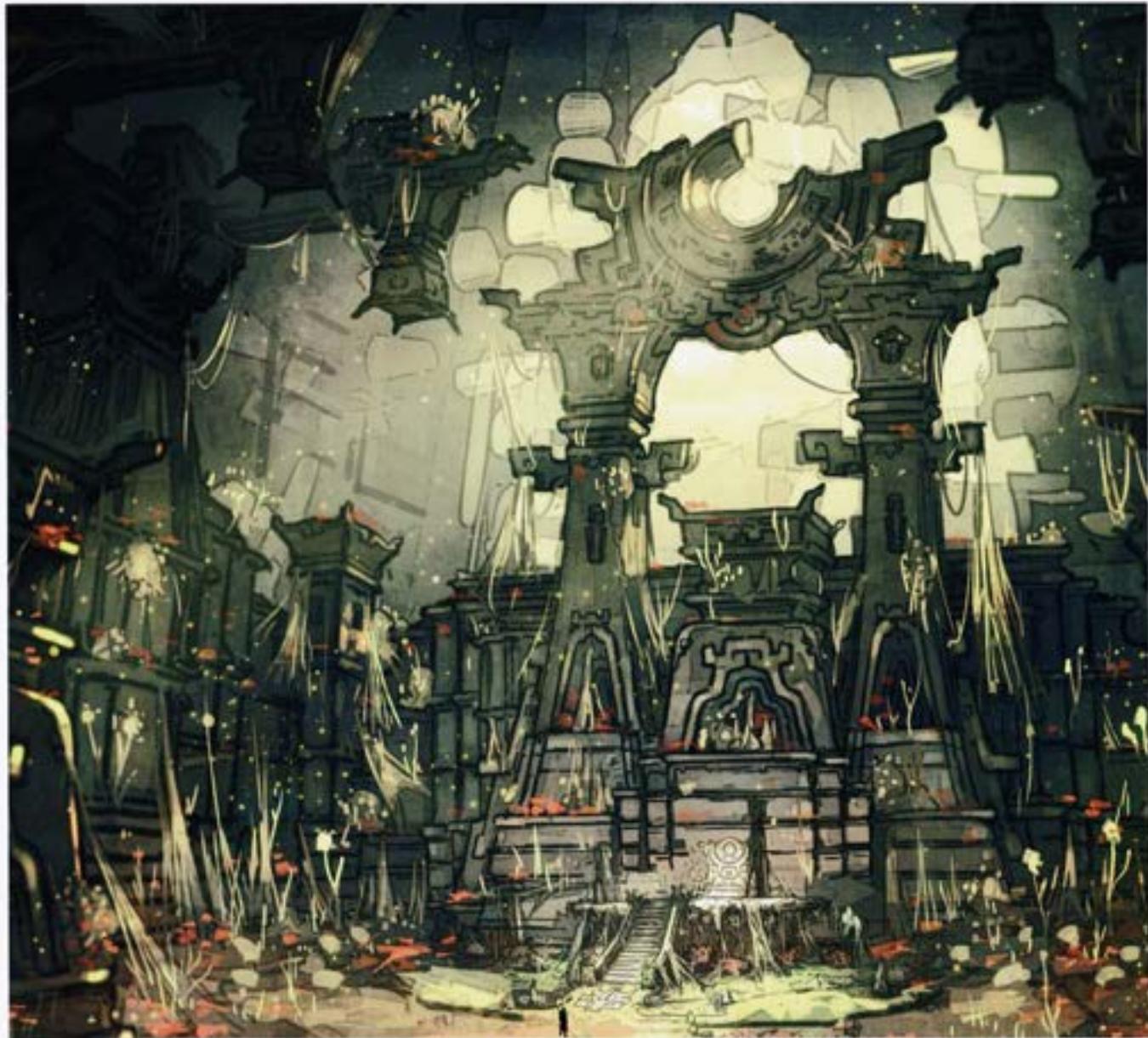
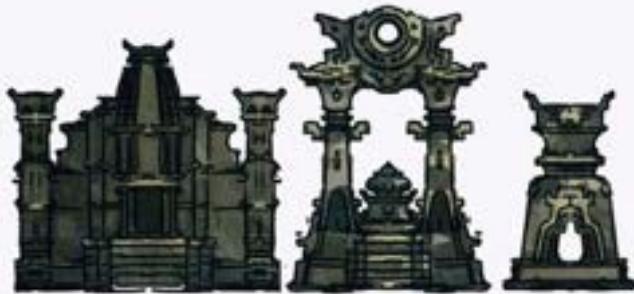
FONSETT VILLAGE | VILLAGE DE FONSETT

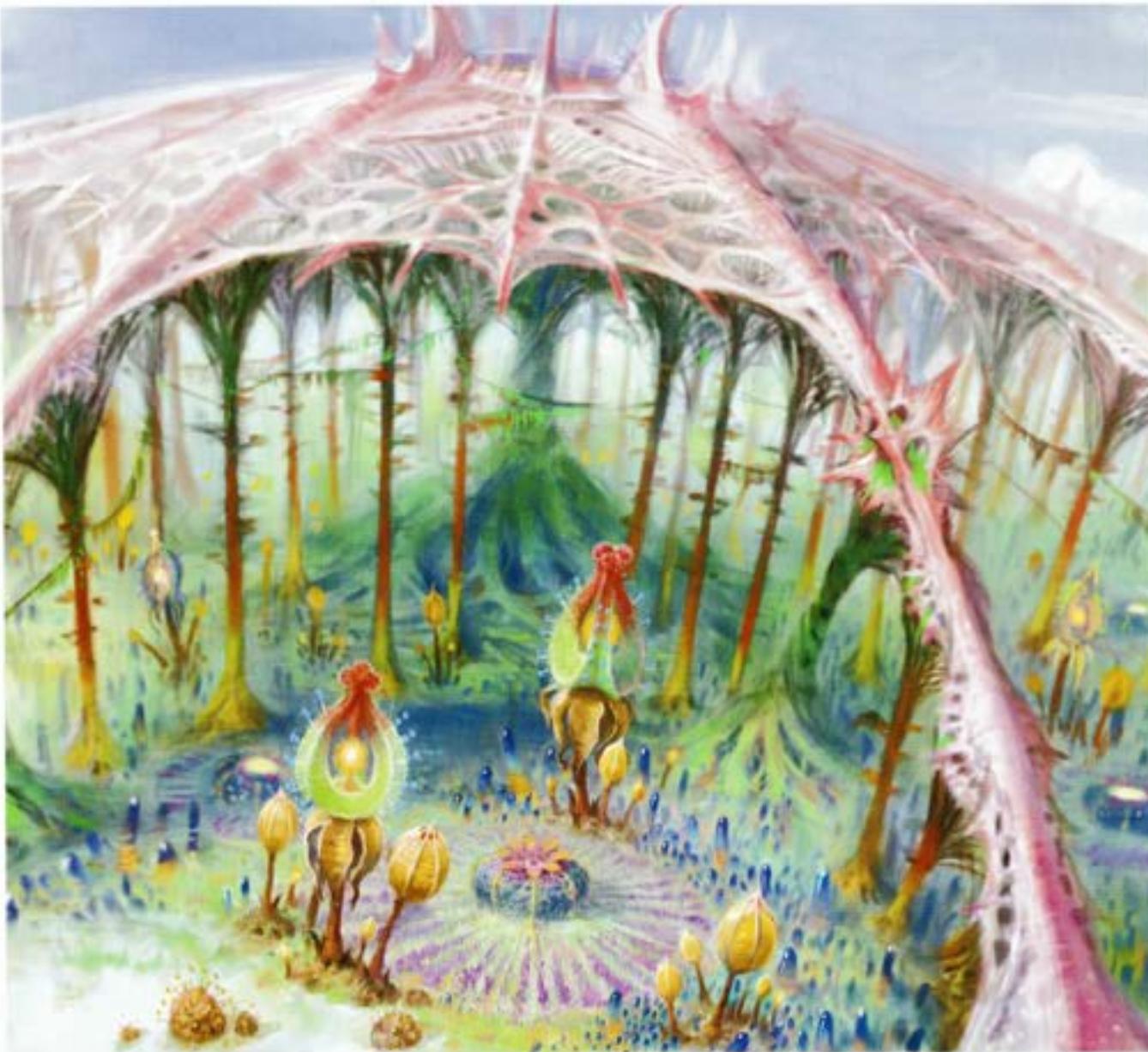


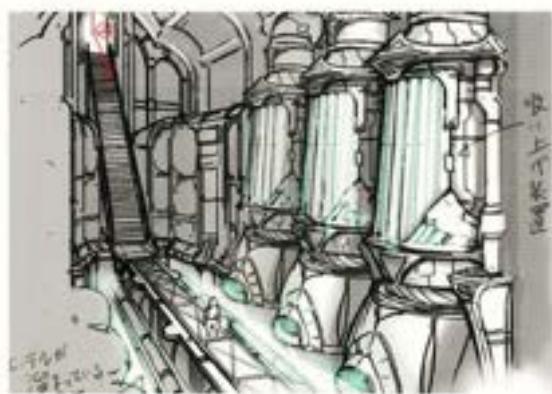
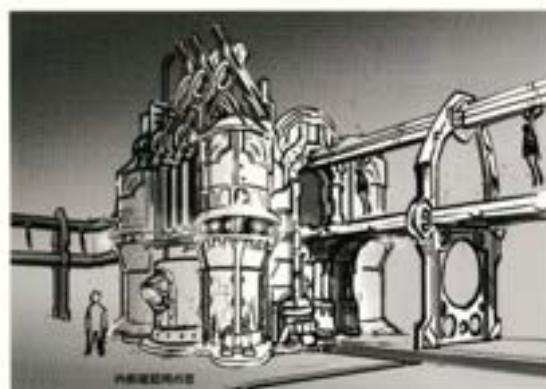
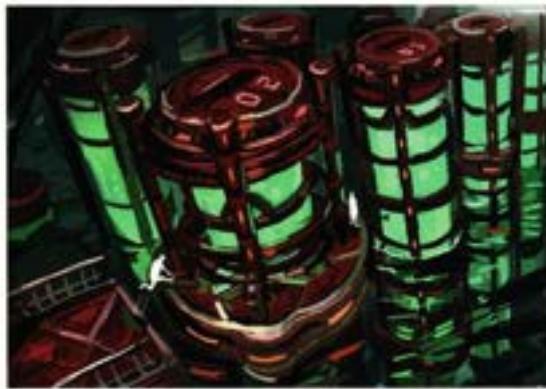
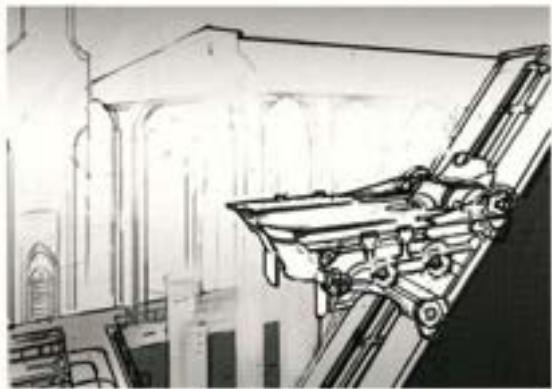










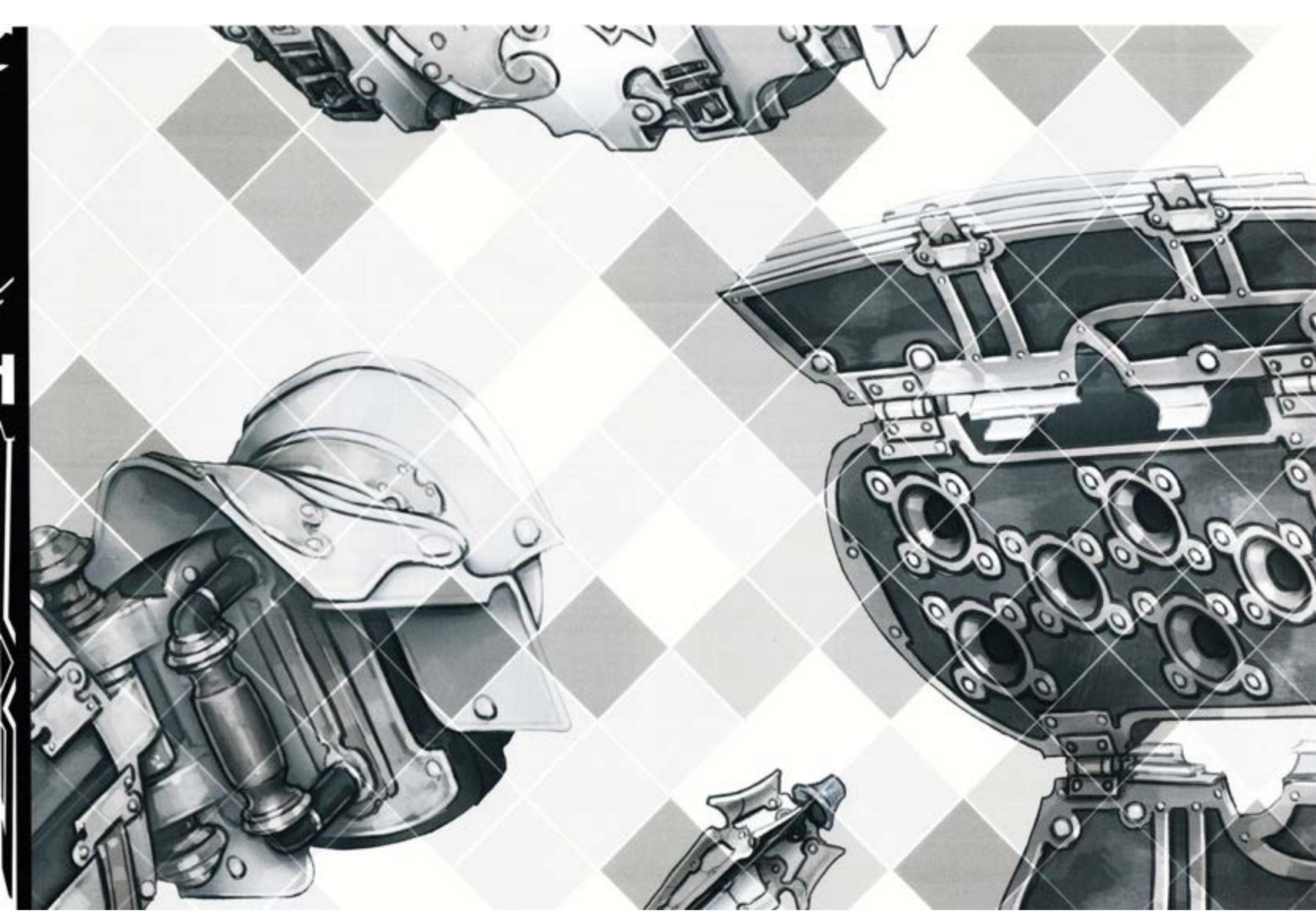


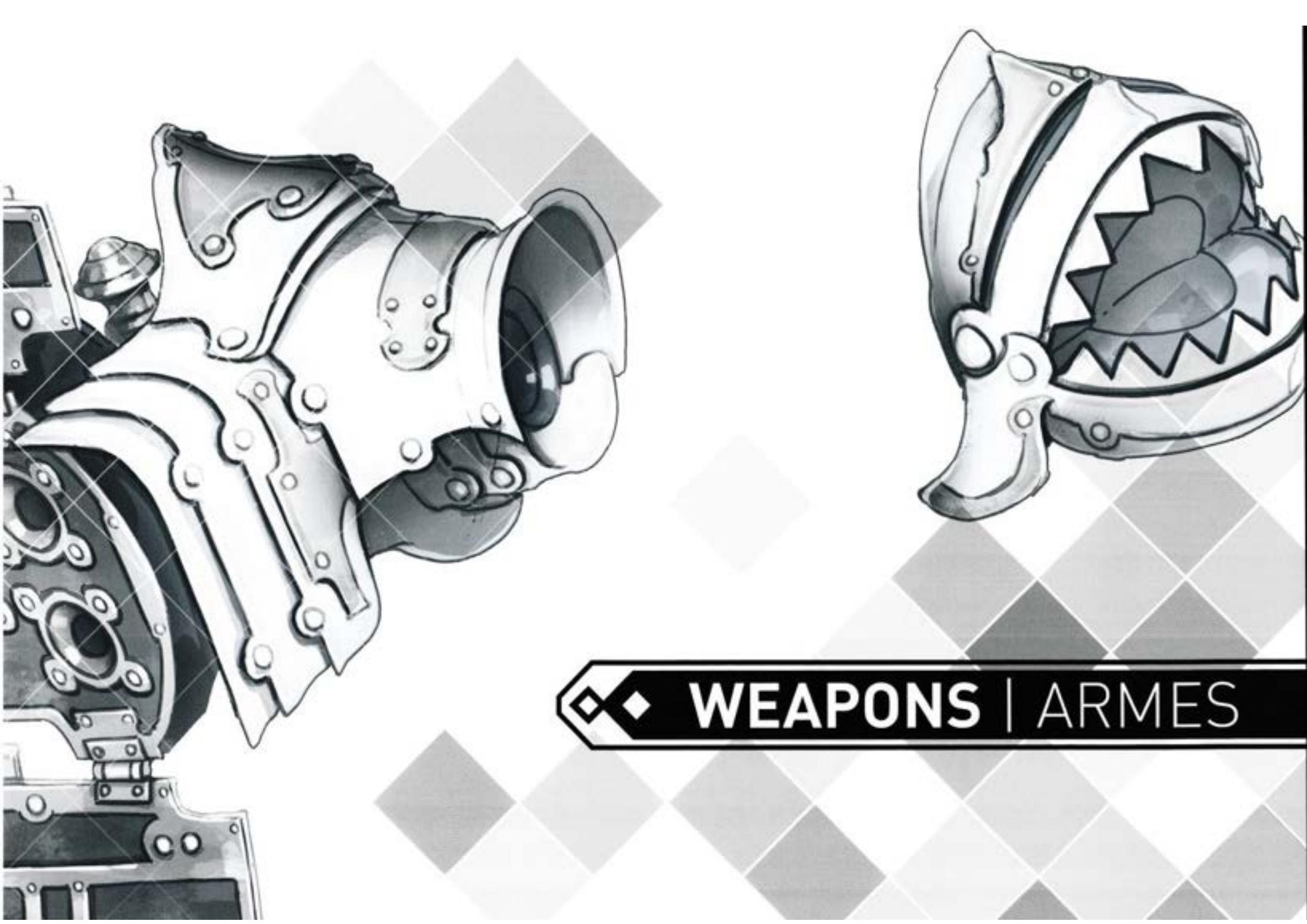
ARTIFICIAL BLADE FACTORY | MANUFACTURE DE LAMES ARTIFICIELLES





◀ ANCESTOR | ANCIEN





◆ WEAPONS | ARMES

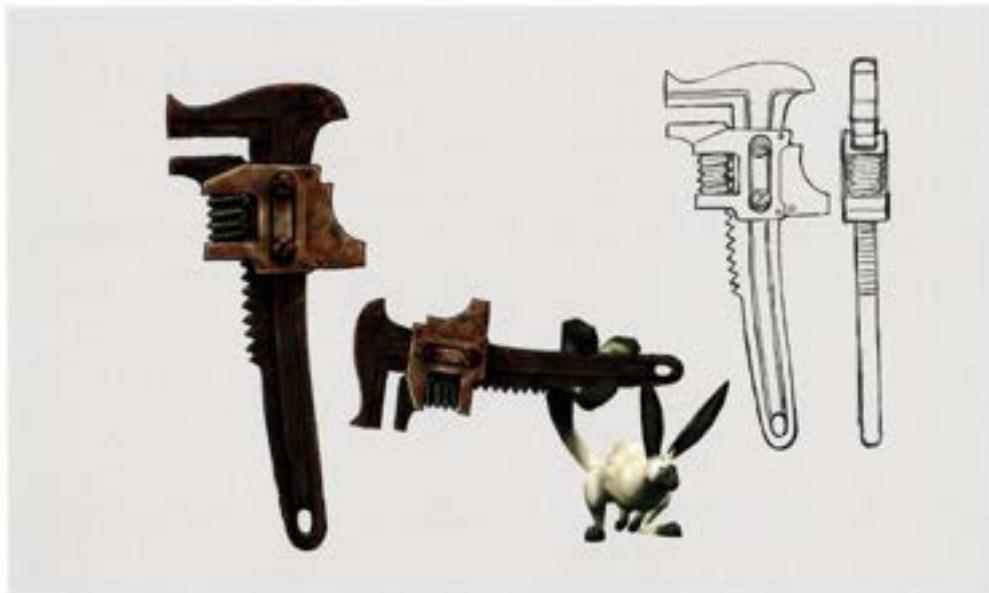


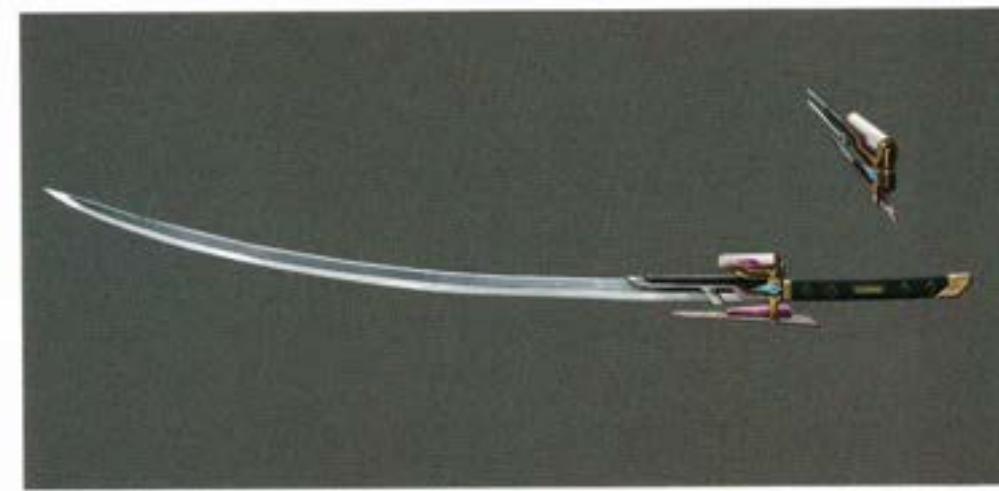
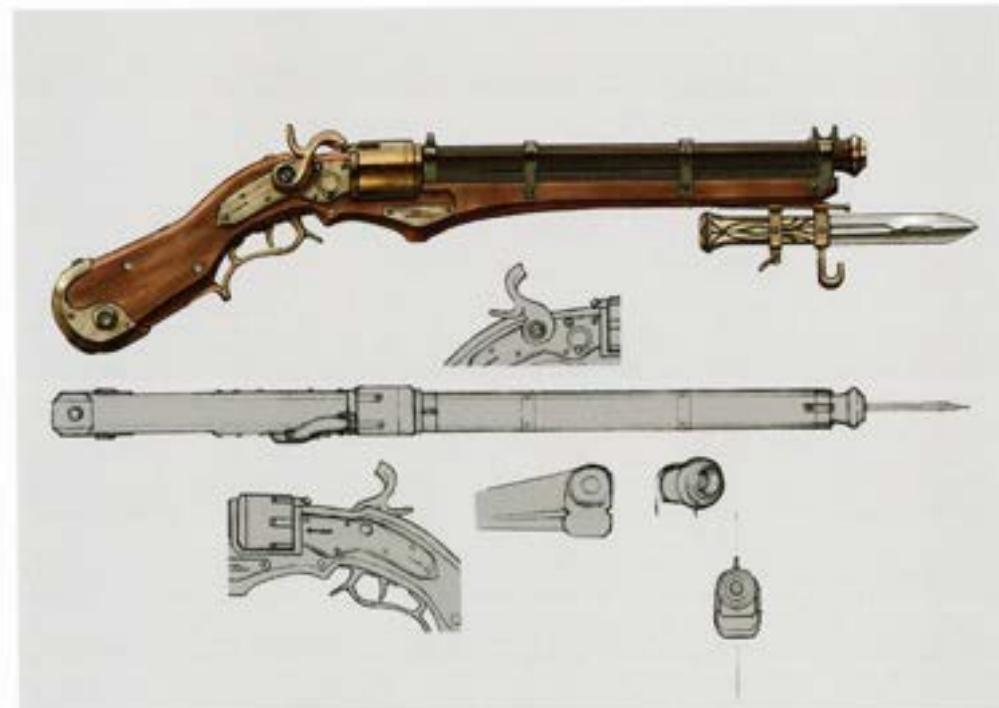
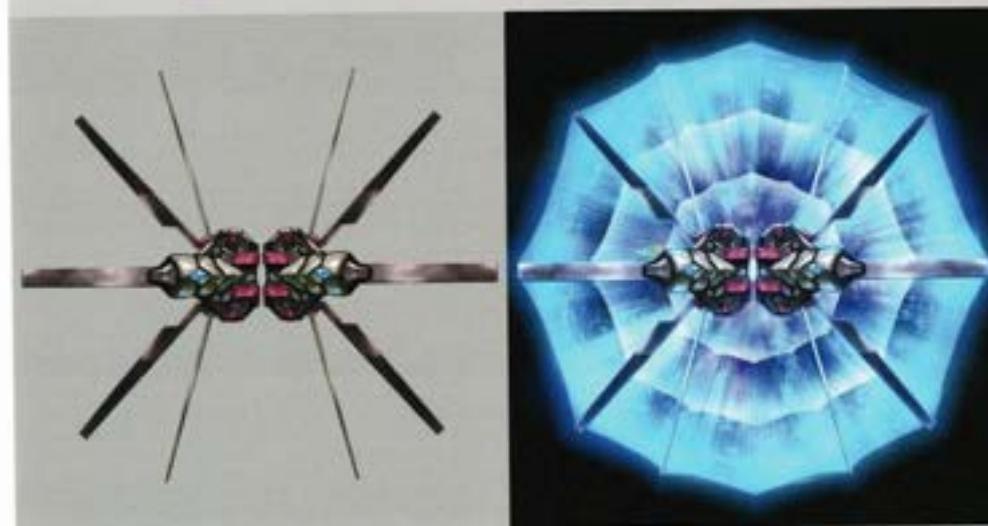


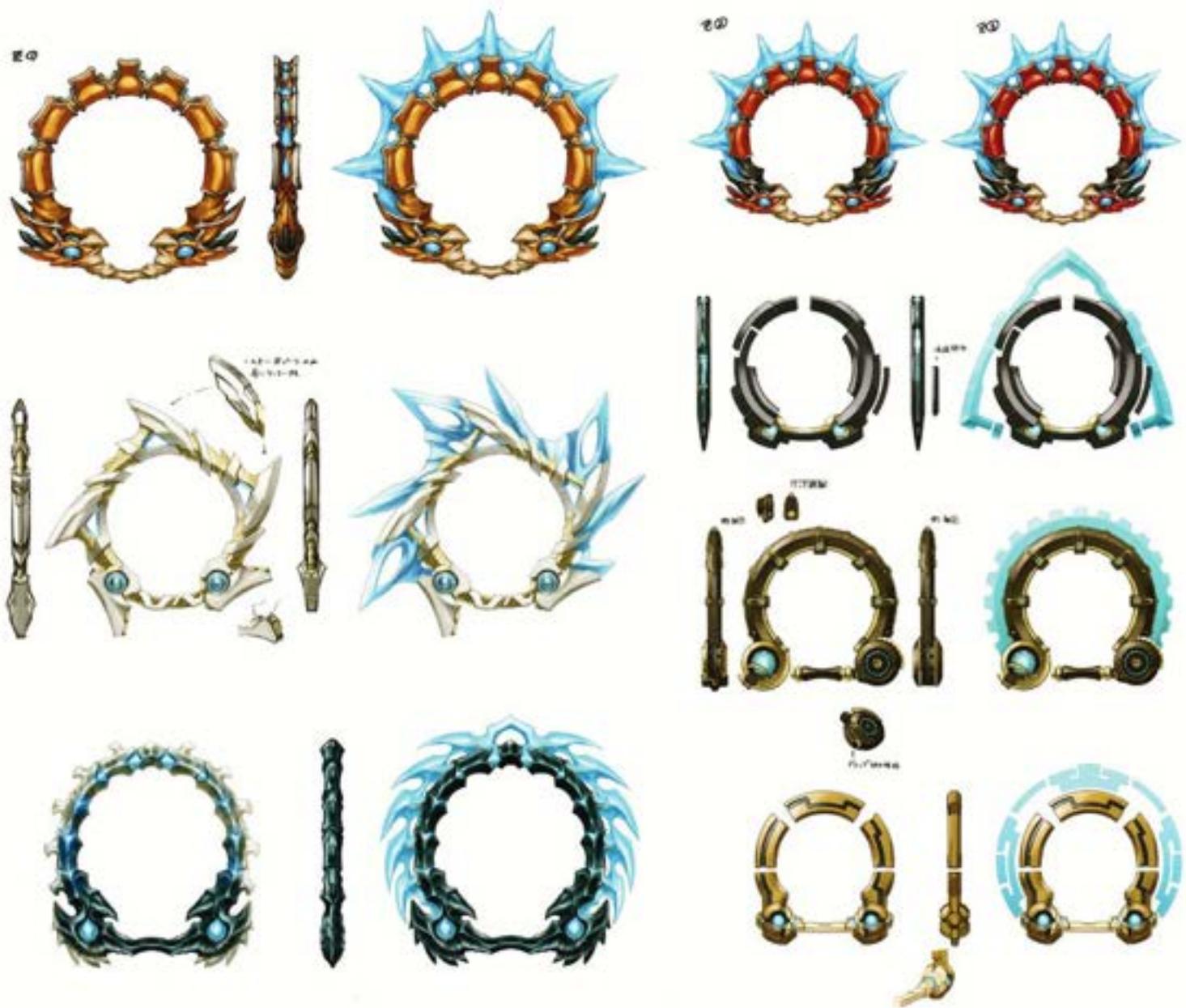




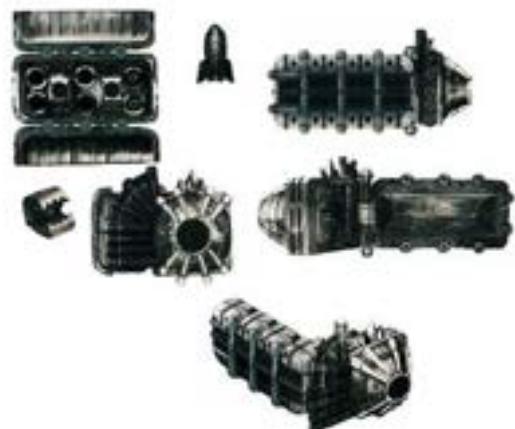




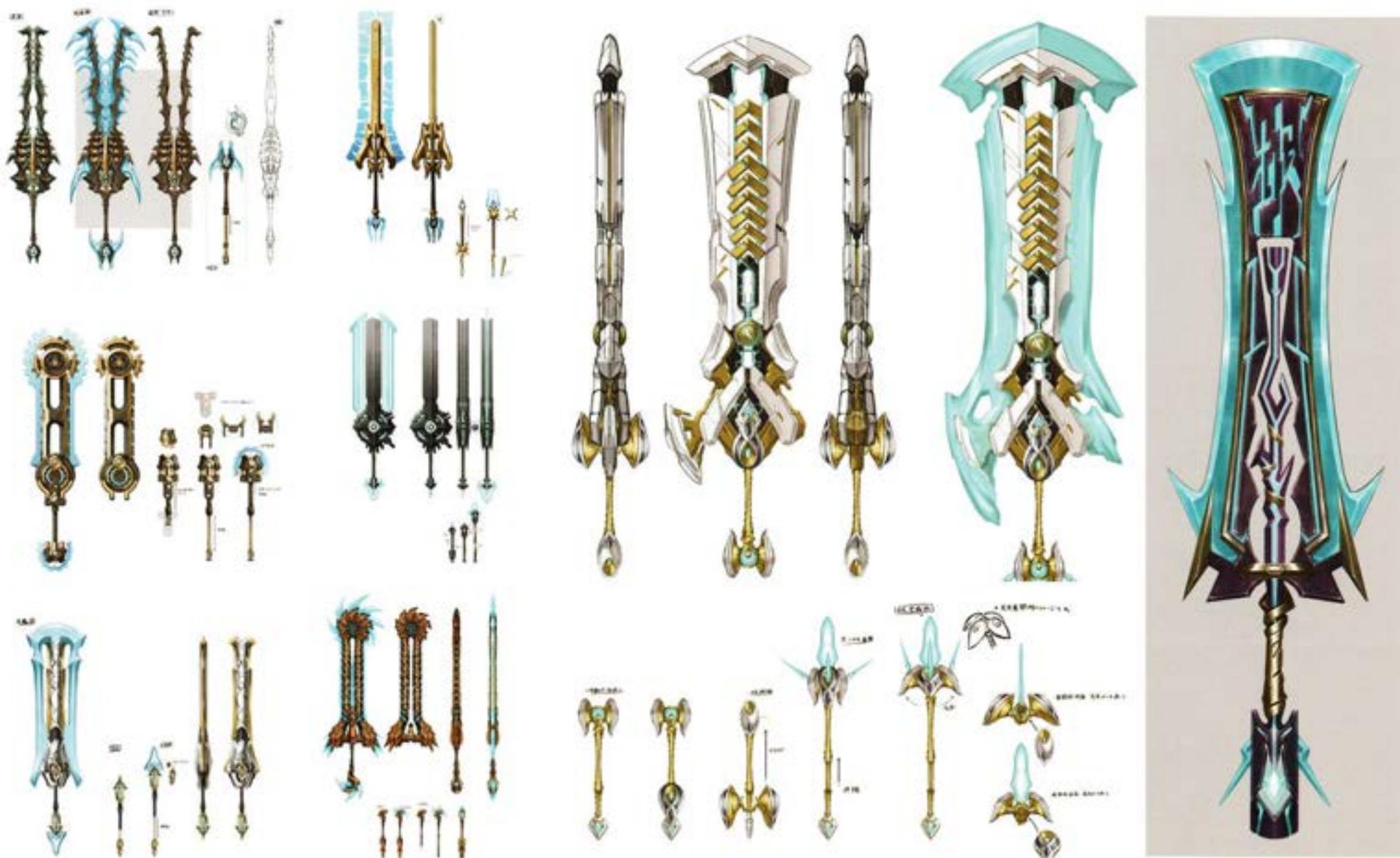




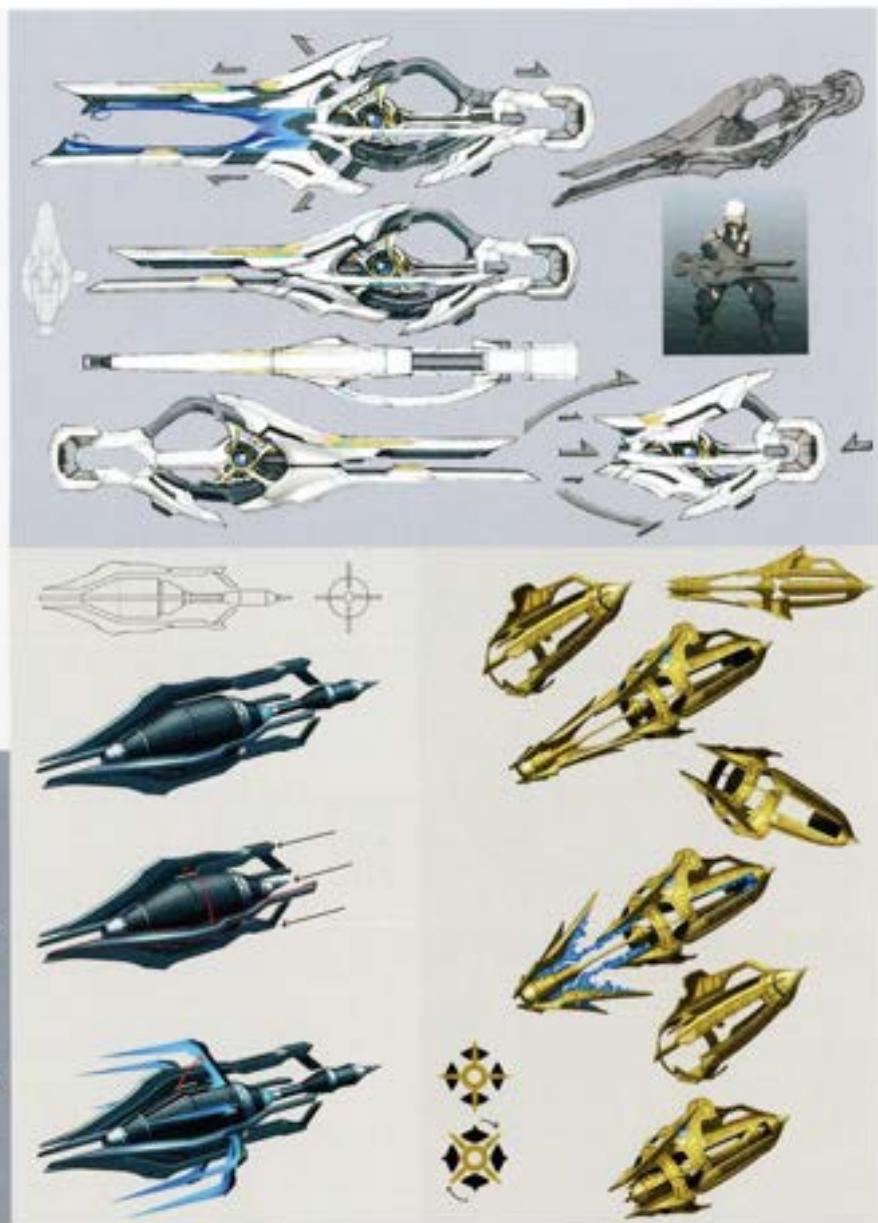
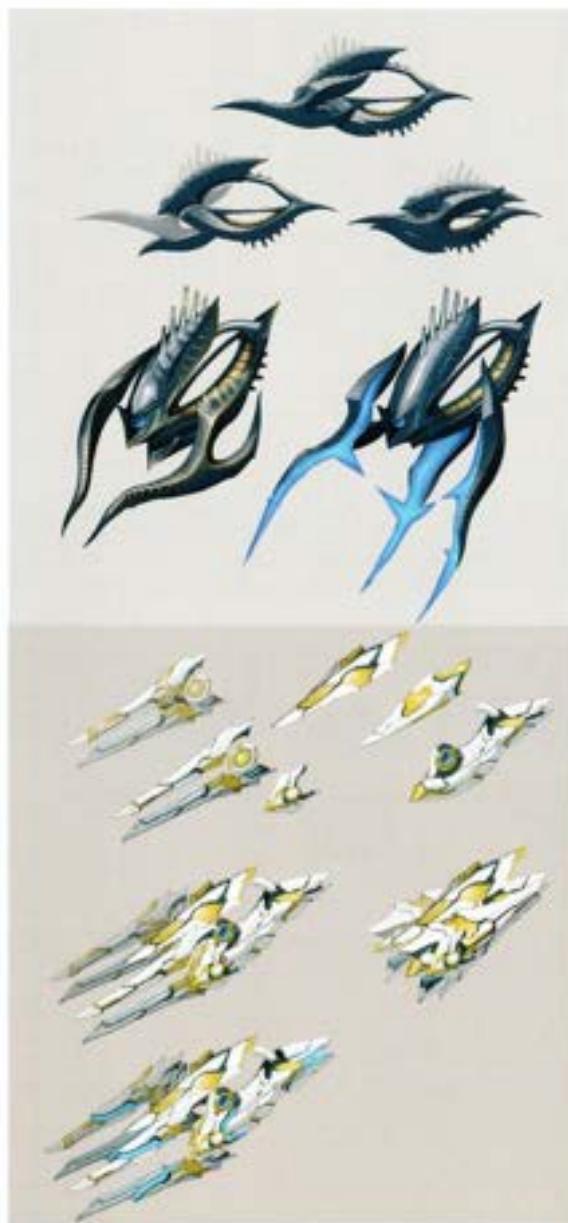


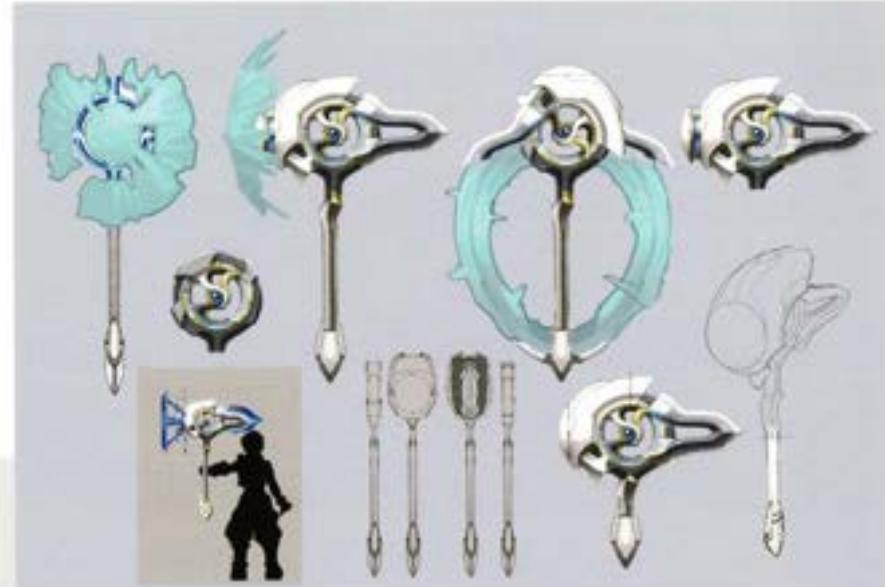


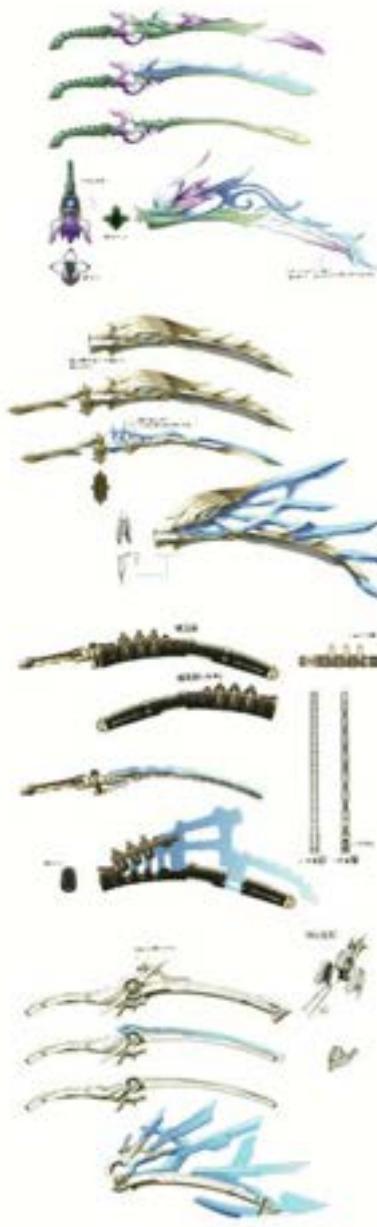


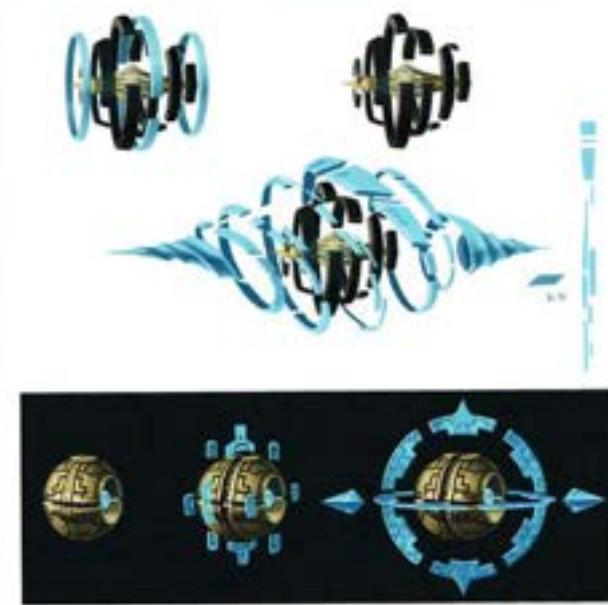
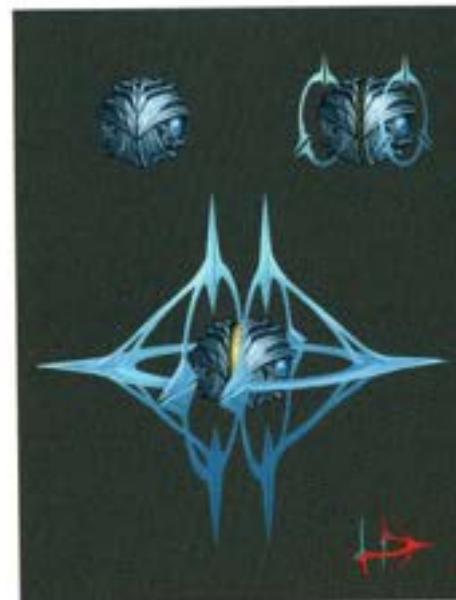


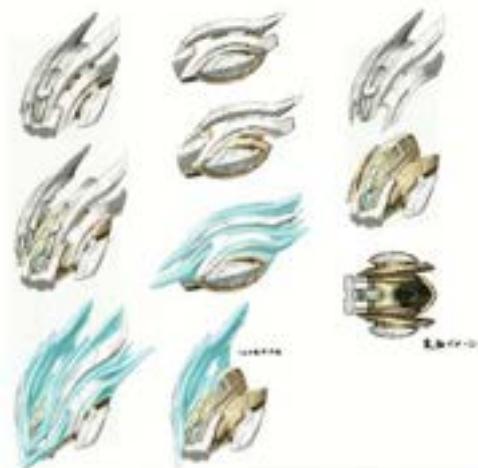


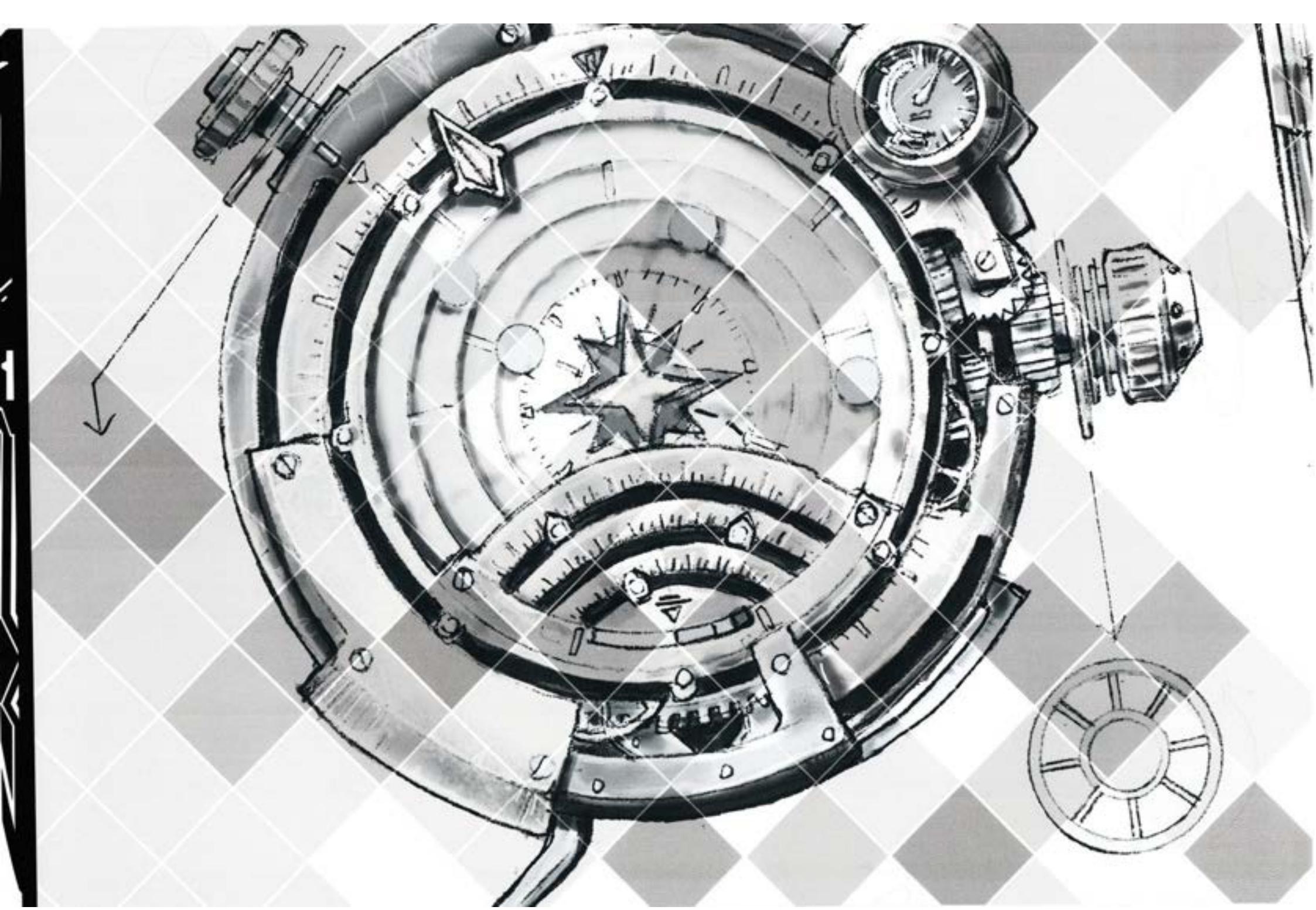










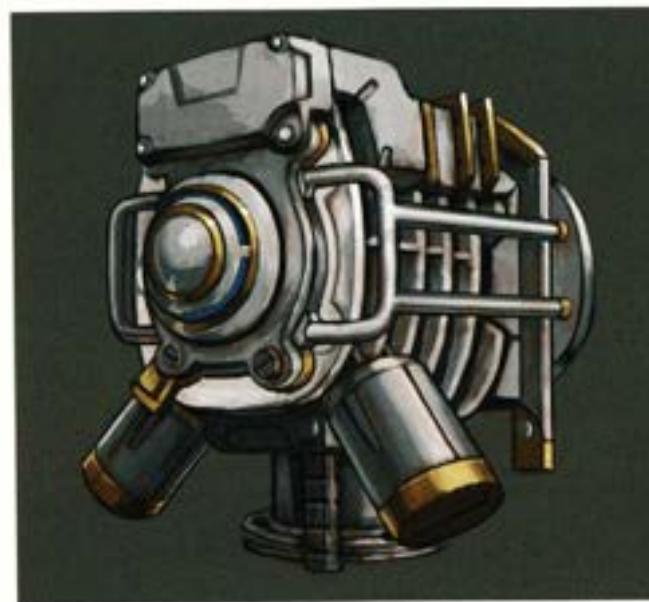


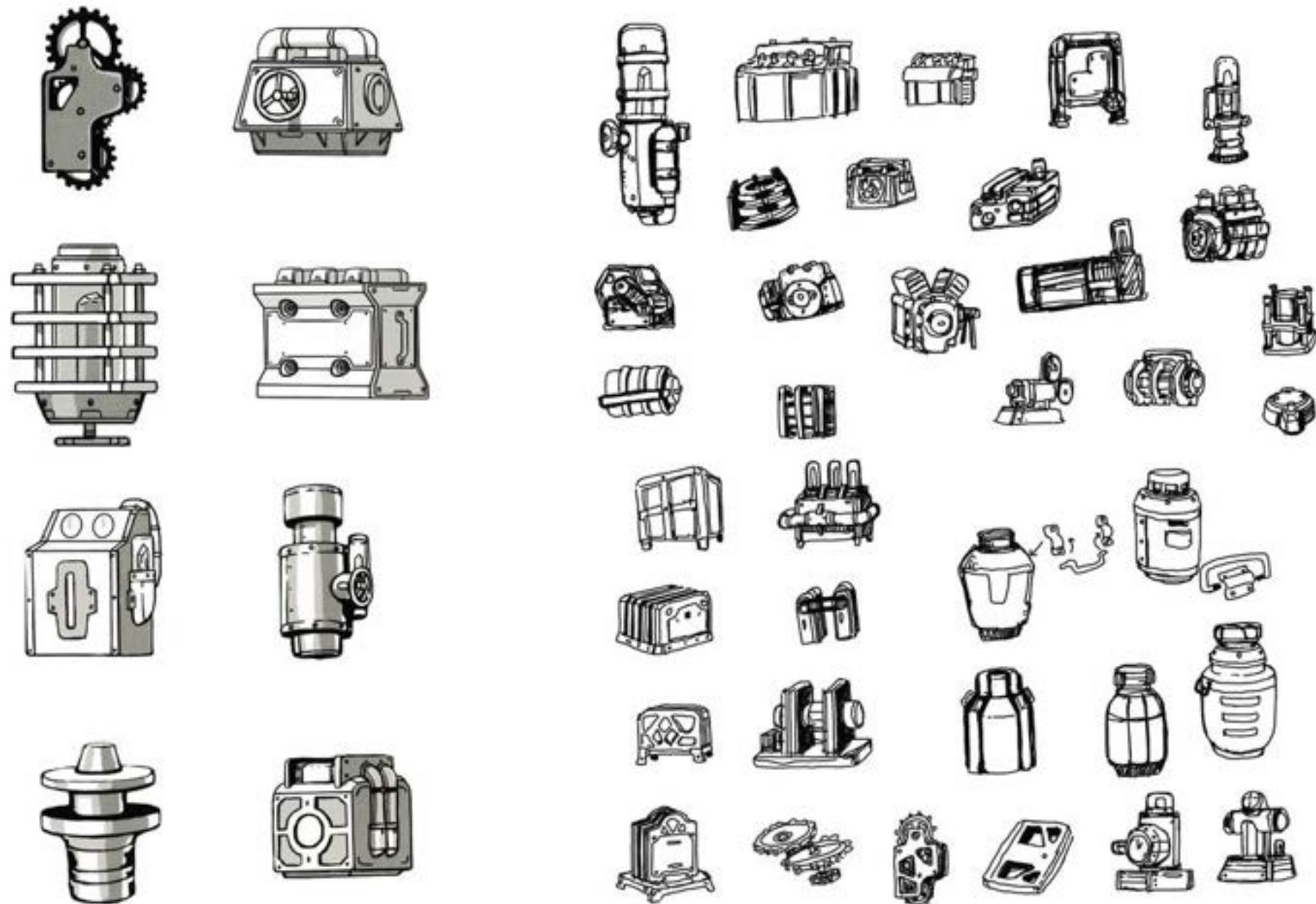


◆ OBJECTS | OBJETS

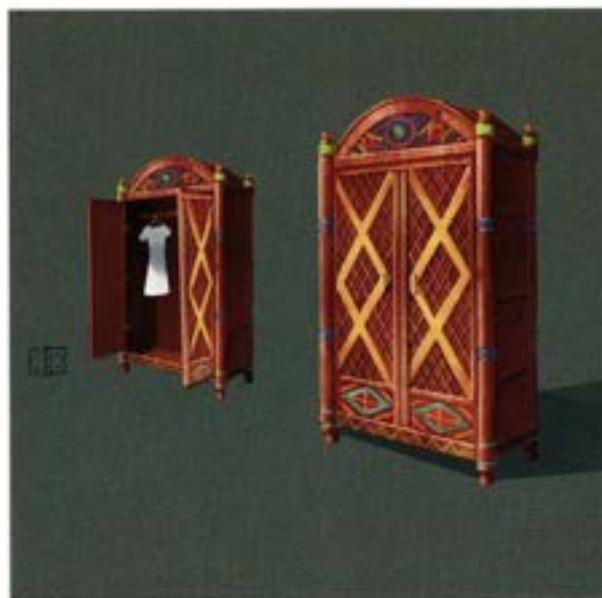






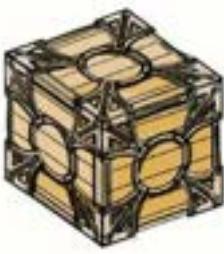






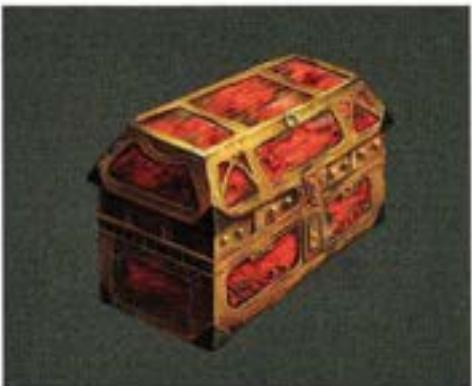




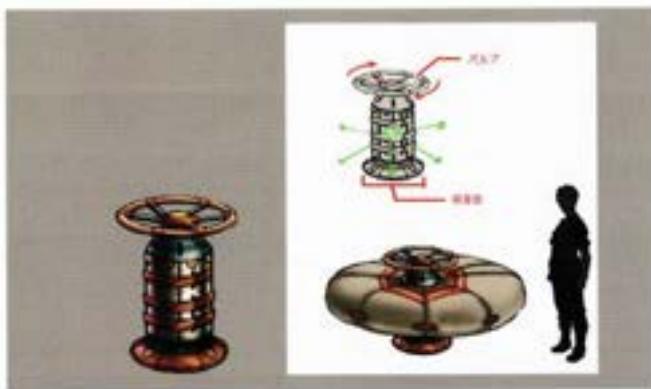
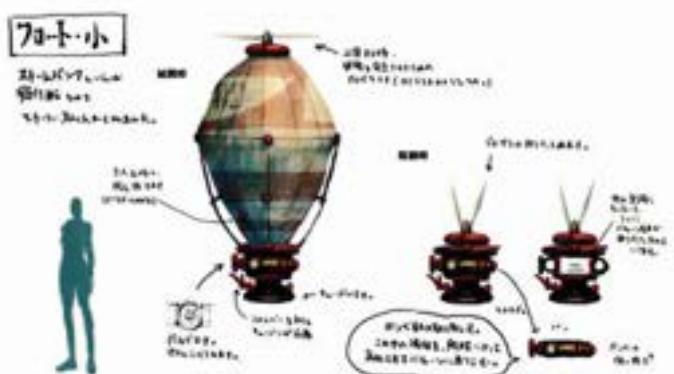
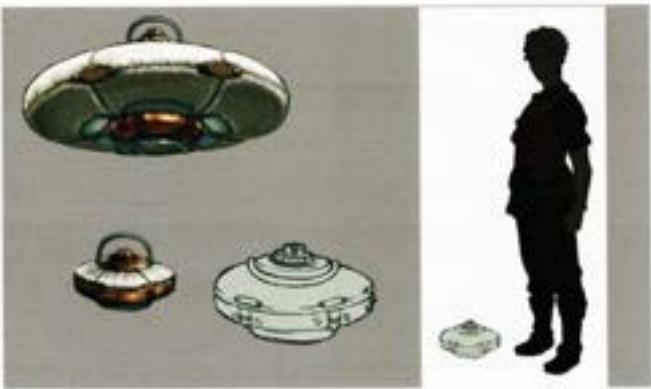










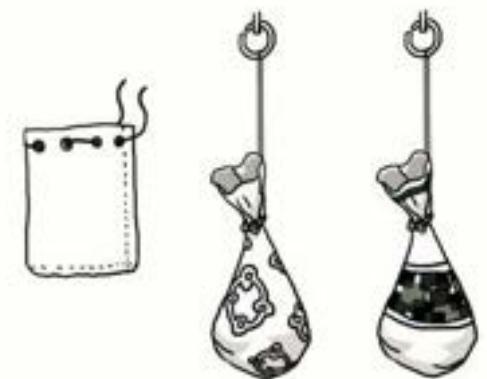
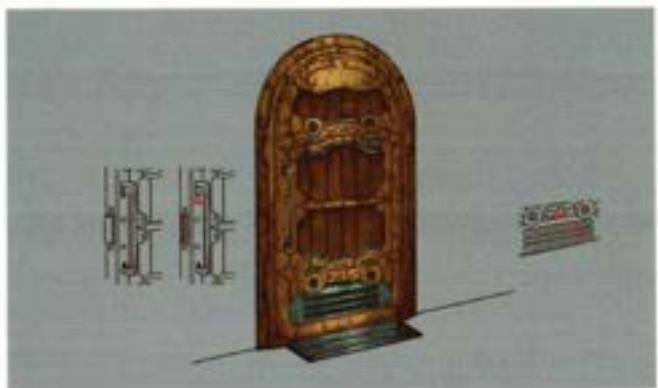


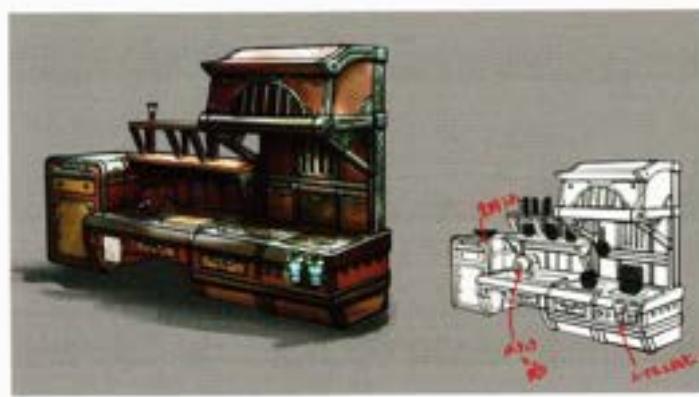
SALVAGE EQUIPMENT | ÉQUIPEMENT DE SAUVENTAGE





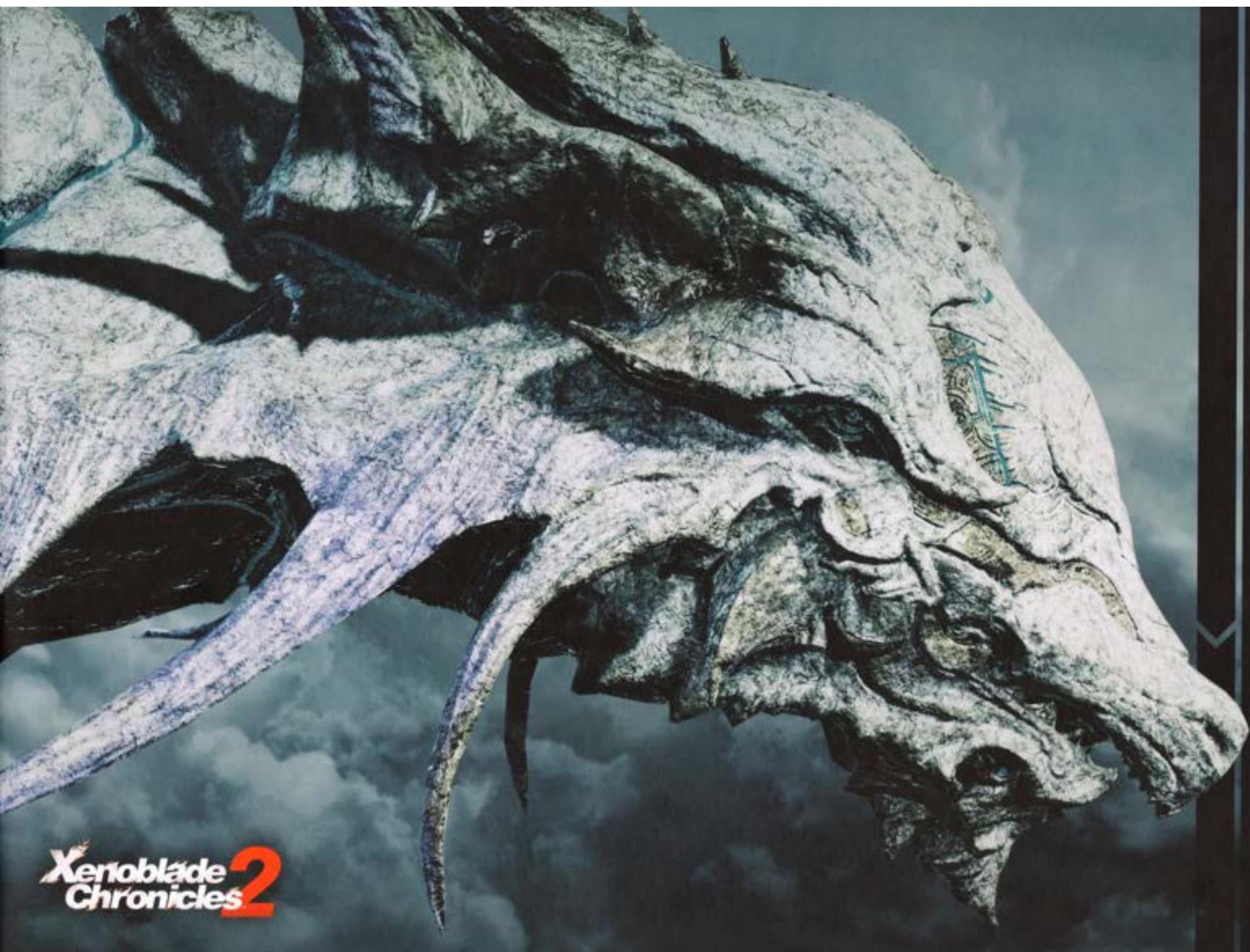












Xenoblade
Chronicles 2