

THE ART OF DESTINY

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INSIGHT EDITIONS



THE ART OF DESTINY®

by KBG GUIDES

THE ART OF DESTINY®





THE ART OF DESTINY®

INSIGHT EDITIONS
San Rafael, California



(PREVIOUS PAGES) "The New Frontier"—It was a time of miracles. We stared out at the galaxy and knew it was our destiny to walk in the light of other stars. (LEFT) The mystery of space. This image served as the opening image in the *Destiny* pitch book.

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(LEFT) A Vex Gate Lord and its minions versus a Guardian fire team.

PREFACE

As an artist, it's not every day you get the opportunity to create a brand-new universe. For me, helping shape the new frontiers of *Destiny* was a once-in-a-lifetime experience. Our goal was to build a world where any fantastic idea was possible—a stage not just for our stories but for players. We wanted to create worlds and places of adventure, spaces filled with mysteries to solve and dangers to overcome. We wanted *Destiny* to be familiar and relatable, beautifully strange, and instantly believable.

It was a monumental challenge.

The work you see in the pages that follow is wonderful artwork in its own right. Each piece tells a unique story. But the collection is also the culmination of years of hard work by the most talented team of artists I have ever had the pleasure of working alongside. That tells a story all its own.

Thank you for letting us share our world with you.

Christopher Barrett
Art Director



(LEFT) A Titan faces off with a Fallen leader.

FOREWORD

No amount of words can sum up just how inspiring it has been to watch the team at Bungie conjure a universe from thin air. I witnessed the spark of creation, the coalescence of virtuosity, and many of the intangible strokes of inspiration that nudged and guided and shaped entire worlds! In a word, it was magical.

But truth be told, it was all by design. Our artists are blessed with raw talent, and they've spent collective centuries mastering technique, both analogue and digital, but they've also mastered the intangibles, applying as much patience, restraint, and perseverance as they do strokes on canvas. The mixture proved potent—as did blending in the ideas and sweat equity provided by entire teams of engineers, testers, and game designers.

World building at Bungie is as much owed to art as it is to brutally efficient code, and the studio endlessly iterated to harmonize what can often feel like radically different disciplines to achieve the singular goal of breathing life into a new universe.

So, here you are, holding a thick, hardbound book stuffed cover to cover with art that inspired a video game. It's not Wi-Fi compatible, or battery-powered, but it is connected and presented in glorious High Definition. It's the story of *Destiny*—at least one dramatic chapter of its long journey—and if you examine the pieces closely, hopefully, it will tell you something about the process and the people who created it. Maybe, it will even inspire you.

That, too, is by design. That, too, would be magical.

Lorraine McLees
Bungie Grizzled Ancient

SHAPING THE CHAOS

There are no rules when creating a new universe. No limits. You begin from a foundation made up of every story ever told and look into the realm of infinite possibilities. You are limited only by your own imagination. All that ever inspired you joins with the spark of an idea, and from that new realities are born.

That spark is only the beginning; the chaos at the very heart of creation—an ignition switch, transforming random thought and hasty scribbles on notepads and napkins into a dawning certainty. Like a sun firing light across cold, dark worlds, a new existence begins to take shape. But no matter how seemingly universal an idea, its interpretations are varied, and they must be honed.

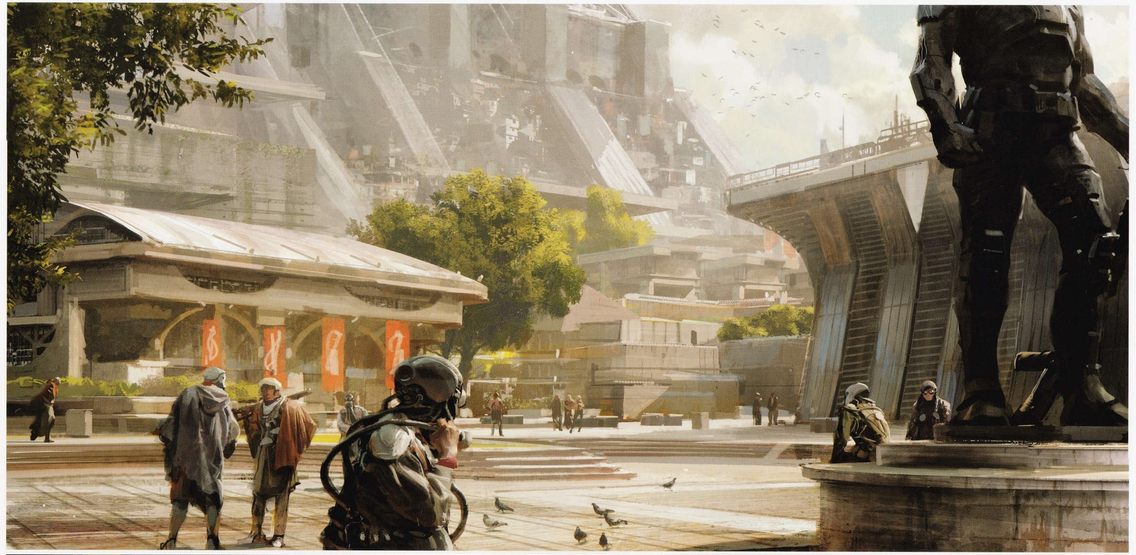
What follows is a look at the evolution of such an idea. This is not a road map. There are no guidelines here about how creation itself can be deciphered: By their very nature, our innovations should never be defined but only serve as inspirations for further creation.



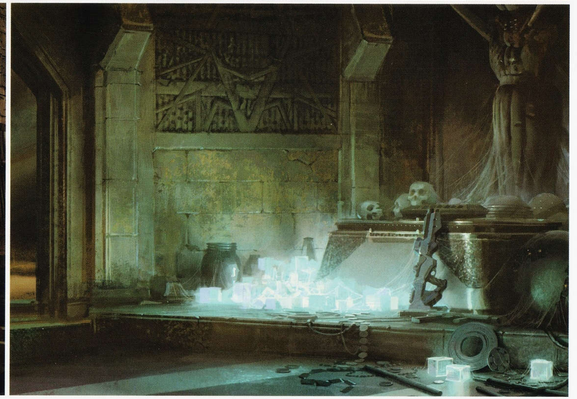




(PREVIOUS PAGES) The hero concept image that the team dubbed "Space Tiger." This image, above all others, defined the look and feel of this new universe.



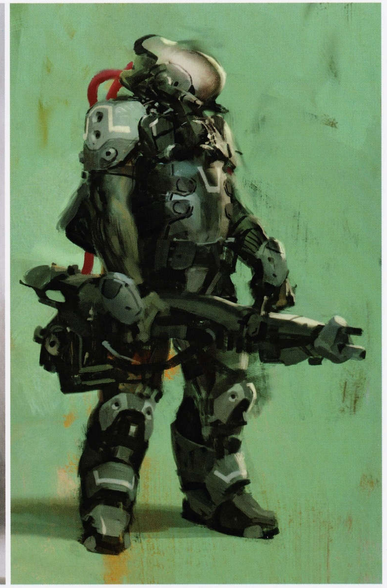




(THESE PAGES) The realm of fantasy was deeply alluring early on, allowing for more fantastical elements to exist in our exploration. But science fiction still had a firm hold of our imaginations, and the blending of the two was inevitable.

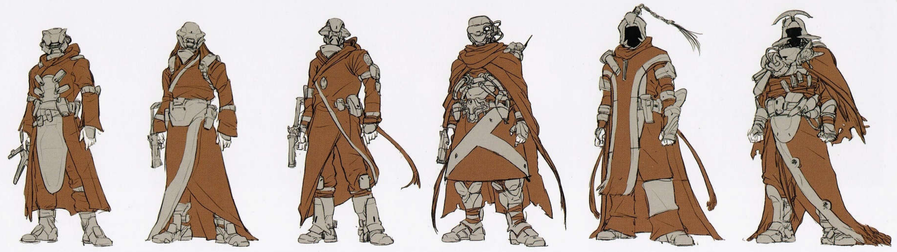






Player choice and customization are defining elements of the player experience, and our design explorations focused on defining silhouettes and possible play styles.

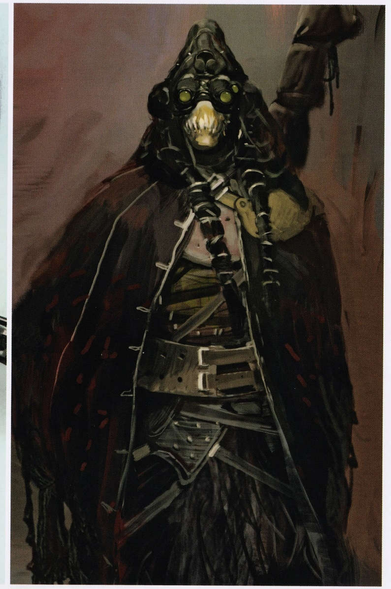
Enemies also have to be distinct from each other in silhouette, color palette, and behavior.

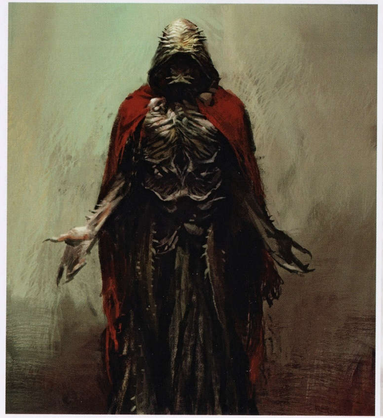


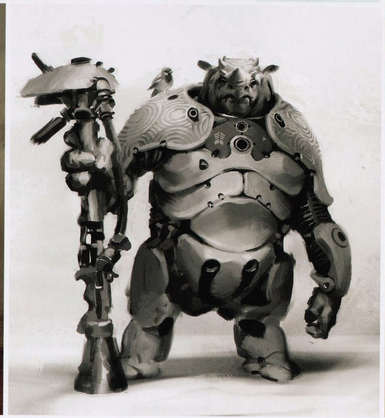
(ABOVE) Earliest paintings that solidified the three player classes: Hunter, Warlock, and Titan. (RIGHT) Warlock variations. (OPPOSITE) Early explorations for Hive, Cabal, and Fallen.















Inscrutable machines and lost worlds waiting to be reclaimed.



(ABOVE) Mysterious structures buried in the deserts of Mars. (RIGHT) Derelict ships on the dry seabed waiting to be rediscovered.





A safe haven to return to after a long day of adventuring. At first we had a castle, a great city set on verdant hills, surrounded by sheltering mountains, but as the team began exploring science fiction themes, a great ship high in orbit came into view.

(ABOVE) The Ship, which would later become the Traveler, had many shapes. This was a team favorite. (LEFT) The hangar inside the Ship, a precursor to the Tower Plaza.



A Light blazes from the dark. A beautiful but battle-scarred visitor settles above the Earth. It gives us courage. It wakes something within us and within other hardy, survivor races, as well.

Together, we stand against the visitor's pursuers: scavengers and corruptions that boil into existence on Earth and her Moon like cinders from a demon's maw.

(LEFT) Great sweeping lines and a massive presence. This was to be our home, but the fantasy elements still called to us, and in the end, we left this concept behind.



Our city in space, damaged from an ancient epic battle. This set our imagination on fire in a big way, but we longed for the familiarity of blue skies and white clouds.

(THESE PAGES) These explorations gave rise to the final form of the Traveler.



LOST WORLDS, FOUND

Nothing is as inspiring as the familiar seen through the lens of the unknown. Walking among towering cityscapes and lush jungles provides the comfort of the familiar. Places you have never been, both local and exotic, hold a truth when cemented in an established reality—your reality, this reality.

Transpose that comfort—the skyline of a once bustling metropolis, the beauty and mystery of unchecked nature—to other worlds, and the familiar takes on a wholly new quality—impossibility. From those impossibilities, imagination takes hold, filling the gaps between what is real and all that hides beyond normal perception. It is that very curiosity about what *could* be that births adventure and the promise of discovery.

So often, heroes reap the credit for deeds done, but no legends can be forged without the worlds through which we journey.

Welcome to your first steps.

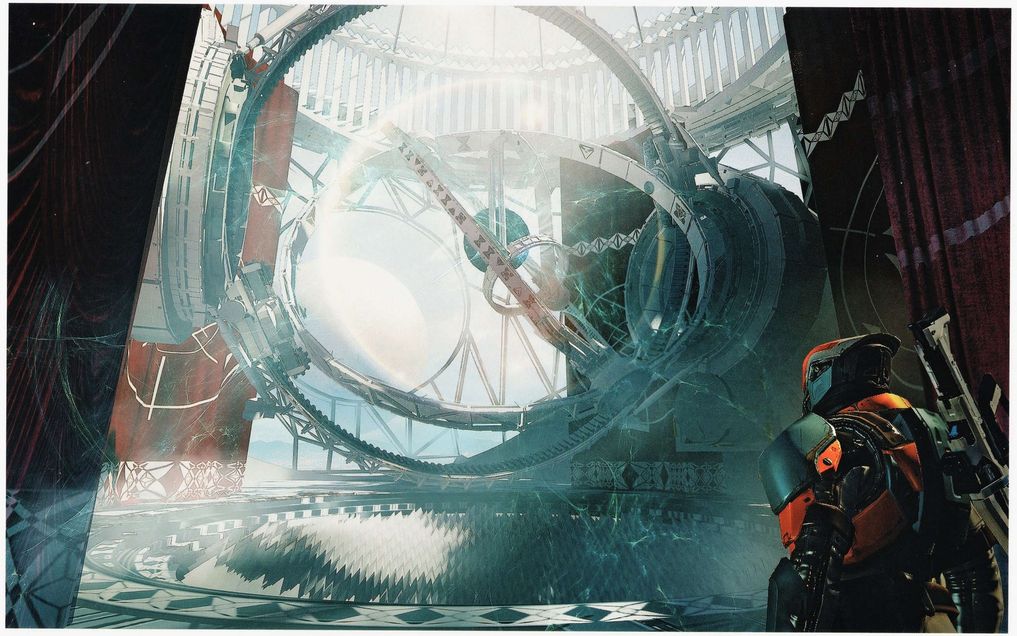




"When people think of sci-fi interfaces and HUD, they usually think of cool colors and lots of noisy tech. Our approach in Destiny *was to take a less expected route and lean on Swiss type and clean form factors. We also wanted to hint at the fantasy aspect of the fiction, so we gave the Director map a look that echoed old mariner cartography. This disparity between the two styles is made more harmonious as subtle echoes of each stylistic approach permeate each other here and there throughout the game."* —David Candland

"Opening the Director needed to be an invitation to explore each planet or moon, beyond simply selecting from a list of activities. The biggest challenge was making sure the Director was visually striking and connected to the aesthetics of Destiny, while at the same time curating the experience of visiting every activity." —MacKay Clark

(PREVIOUS PAGES) Traveler's Rest. A metropolis, risen from the ashes of the Collapse, sheltered by the Traveler. The only true refuge from the Darkness. (ABOVE) Taking cues from the director for overall design, the background art rotates between the different classes to properly illustrate different Guardians dueling. (LEFT) The Director.



"The Tower is the only home many Guardians have ever known. To the people of the City, it stands as a promise that we can endure. The merchants and citizens who fill its plazas and halls are as dedicated to the reclamation of our worlds as the Guardians who venture into the Darkness beyond. Inside the Tower, classical elements such as the embroidered drapery and decorative floor patterns are juxtaposed with hard science fiction form language in the design of the Vitalis." —Jesse van Dijk

(OPPOSITE) Final rendering of the Tower. (ABOVE) Originally dubbed "Warlock Clubhouse," the spinning gyros are a centerpiece of the Tower North social space.

"The City is a hopeful place full of bustle, ever guarded by the mysterious Traveler, which hangs overhead and looms large here. Half of the City is in light, and the other in shadow, paralleling the struggle in the Destiny *universe."* —Mark Goldsworthy

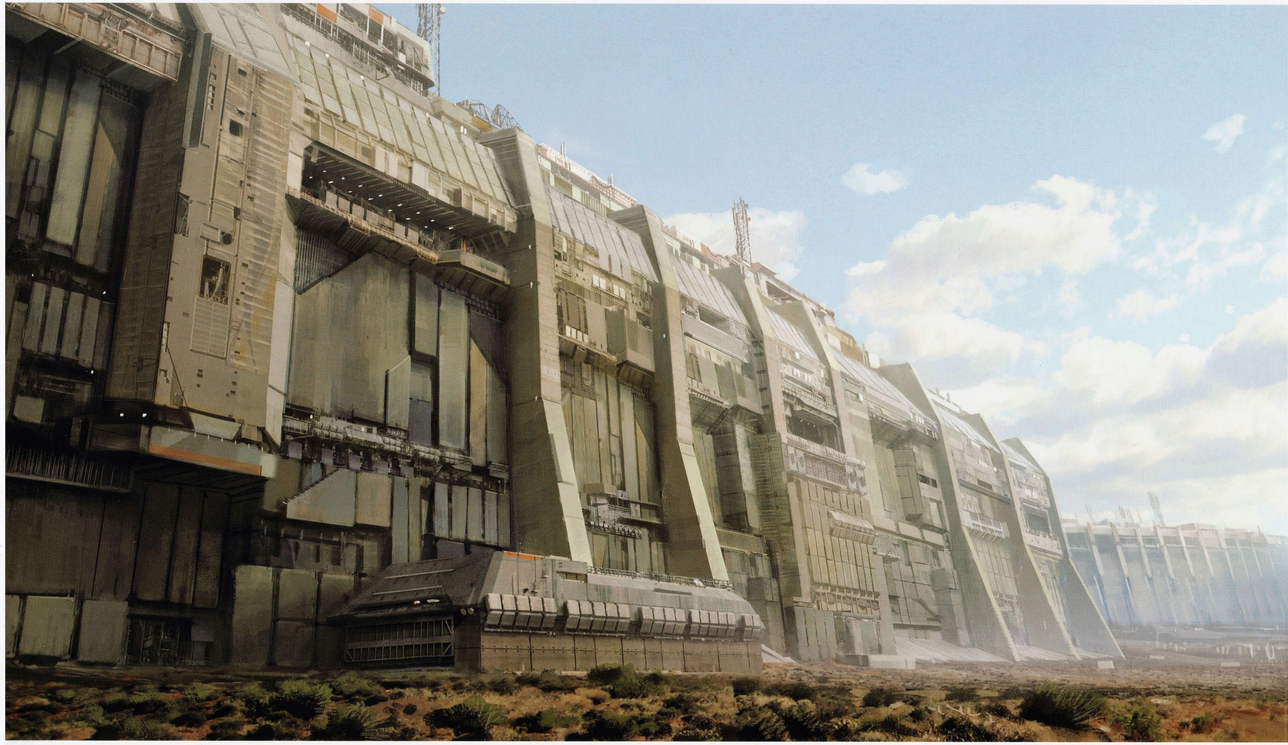


(ABOVE) One of several exploratory passes for the Traveler. (RIGHT) Closer to the final form, the image shows many identical Towers.



"The architectural layout of the Tower needed to emphasize the importance of, and the Guardians' relation to, the Traveler. The structure stands at the threshold of the Traveler's protective sphere of influence, which allowed us to give Guardians a clear view of the Traveler from virtually any location on the central plaza. This illustration captures the true essence of one of Destiny*'s most important aesthetical narratives: an impossible, white alien god-machine that hovers gracefully over the last remnant of a once seemingly omnipotent civilization."* —Jesse van Dijk





In the wake of the Collapse, we gathered beneath the Traveler, and rebuilt. Though the Traveler's remaining Light offered us protection from our enemies, we were not so confident in our security that we didn't erect walls of our own.

(OPPOSITE) Ornate banners to decorate the underwatch and represent each class mentor in the Tower. (ABOVE) The great walls that surround the last safe City.







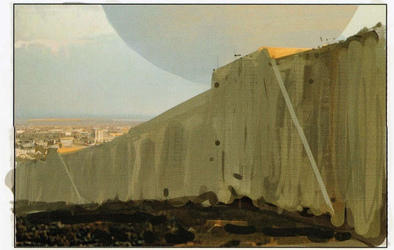
(OPPOSITE) The City looks lived in. (ABOVE) Modern and medieval, cloth and color splashes were important elements from the start.



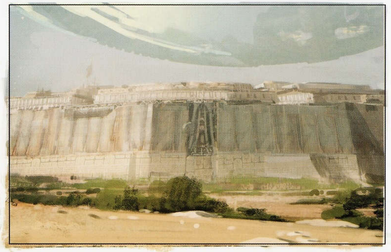


"The Devil's Lair (left) offers an unobstructed view of one of humanity's greatest engineering accomplishments, a colony ship. The player is surrounded by hardware that used to service it—from heavy-duty conveyor belts to an elaborate railway system used to move the ship into its launch position." —Jesse van Dijk

(ABOVE) The ruins of Cosmodrome.







"Bittersweet melancholy permeates most of the areas within the Cosmodrome, but the wall entrance more so than others; the text above the flooded tunnel reads "Forward!" in Russian, encouraging a once hopeful population of colonists to reach for the stars." —Jesse van Dijk

(ABOVE) Quick sketches of a significant feature—the line between safety and certain death.



"Cosmodrome architecture and propaganda. Inspired by minimalism, constructivism, and vintage matchbox labels. Meant to inspire the workers and civilians who passed through the hallways on their way to explore the solar system." —Joseph Cross





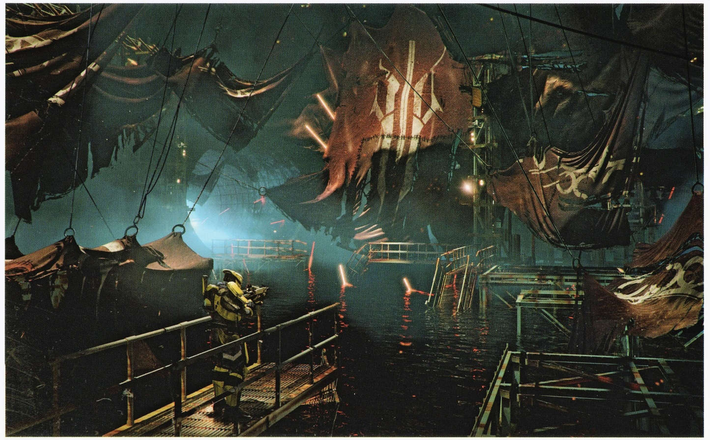
(RIGHT) Propaganda murals for inside and outside this once great industrial hub.





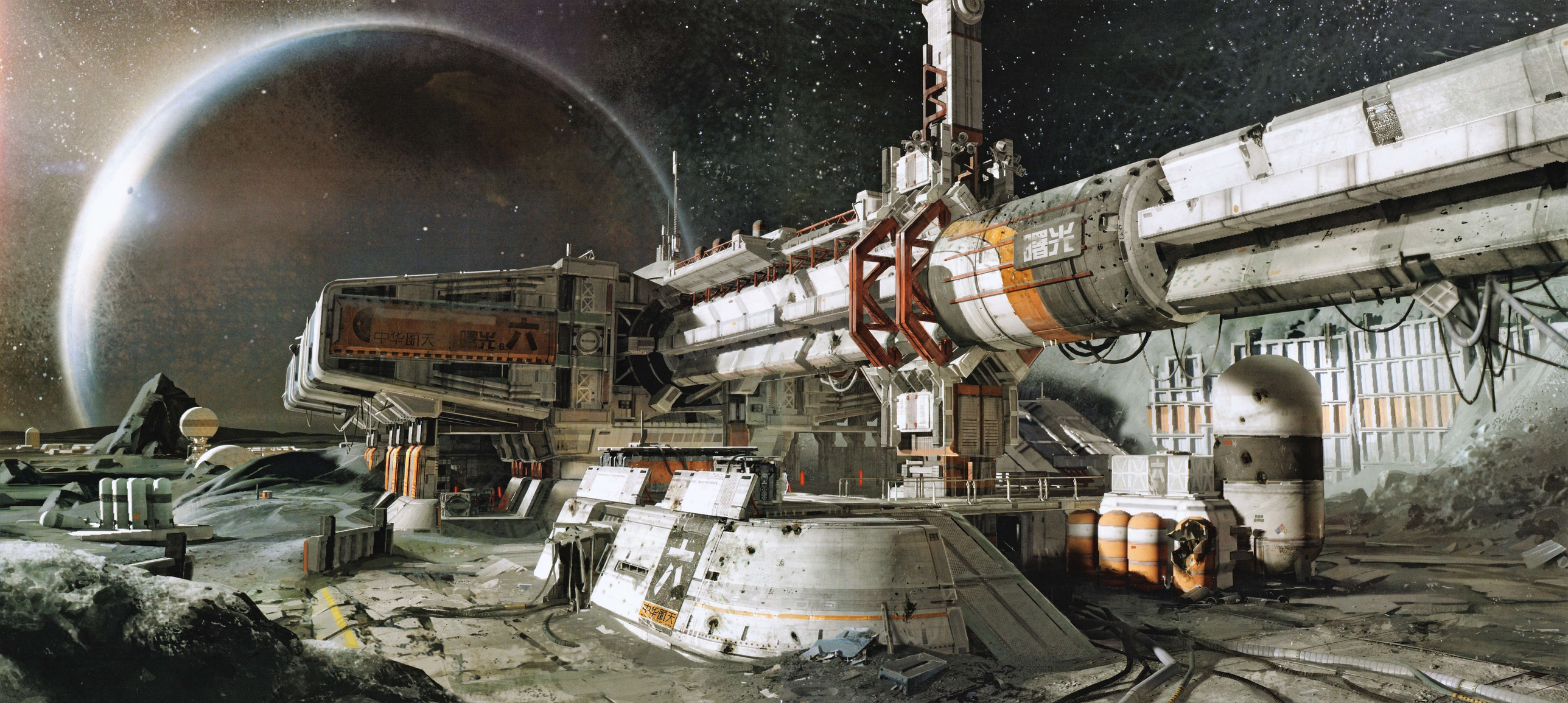
(RIGHT) "Forward!" in Russian, an encouraging message to colonists.







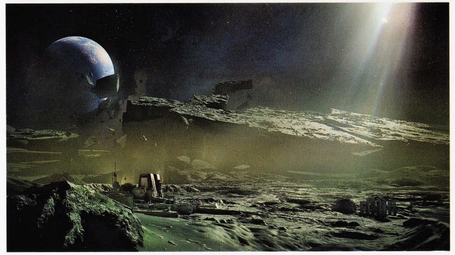
(OPPOSITE) The first place players visit, it was critical for the inside of the Cosmodrome wall to have spaces that stood out from one another. (TOP) Tattered tapestries from the Fallen's more glorious past. (ABOVE) The proverbial light at the end of the tunnel to guide players out.


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Moon

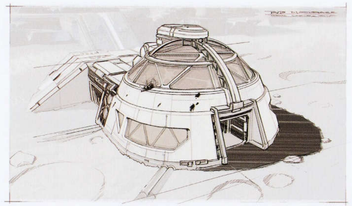
From our Moon we once flung ourselves into the dark, only to meet something else reaching back . . .

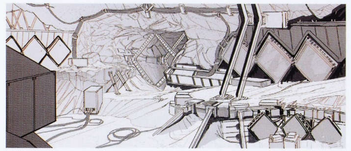




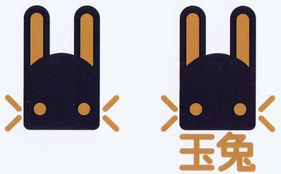


(TOP) Hive structures protruding from the Moon surface. (ABOVE) Lunar surface shifting. (RIGHT) Hellmouth is an apt name for the chasm the Hive have created. (PREVIOUS PAGES) The Archer's Line greets the player on their first adventures to the lunar landscape.



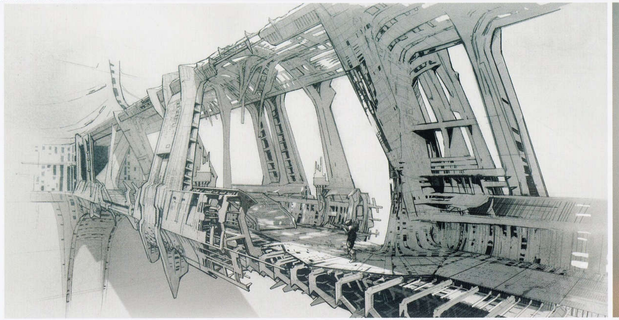


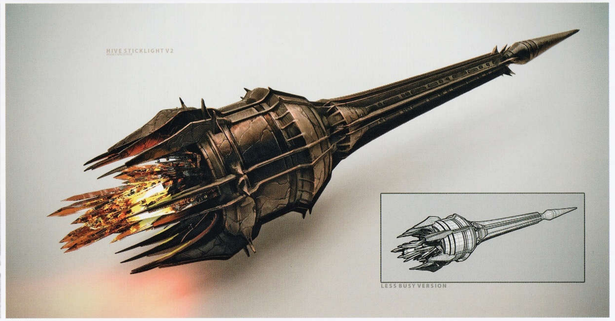




(RIGHT) Lonely outpost on the Moon. (ABOVE) Various sketches of the Moon colony and the Jade Rabbit mascot.







(TOP) The Shrine of Oryx. (ABOVE) A bridge spanning great chasms in Hellmouth. (ABOVE RIGHT) Every object in this world has to be crafted well—even a spotlight.



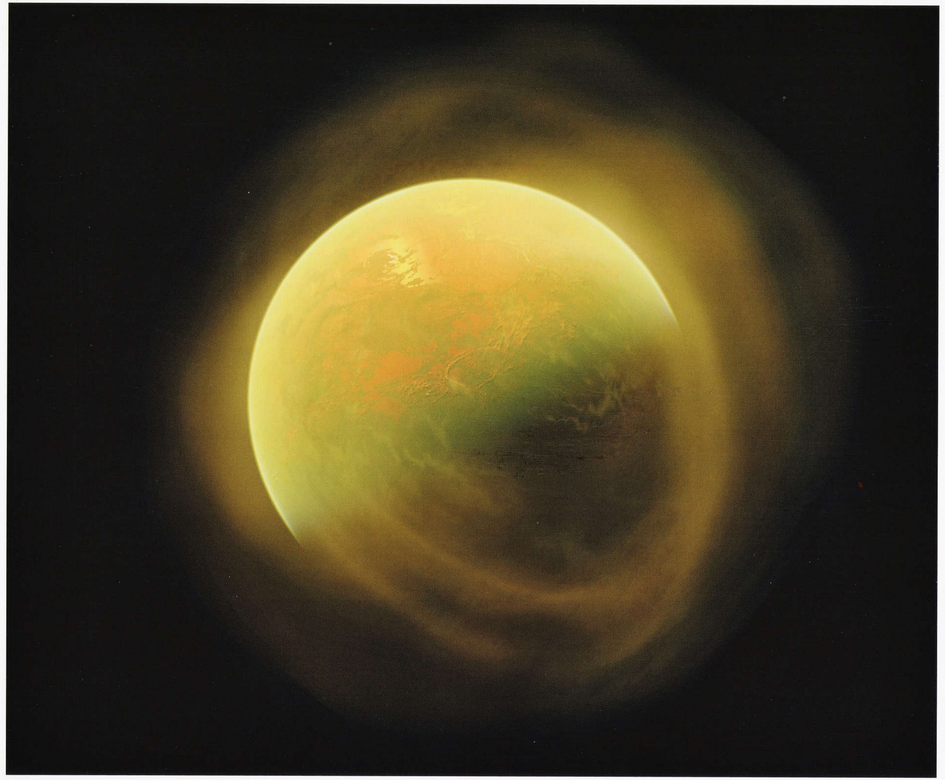


(TOP) Hallway hewn out of the Moon's crust, the Hellmouth yawns outside. (ABOVE) The Hive sigils are different between each brood.



Venus

Venus was once a paradise. Now it is a monument, reclaimed by nature and our enemies.



(PREVIOUS PAGES) The Shattered Coast had to represent the team's visual desires for this lost world, exploring how the different elements could be rendered and how they interacted to create the general mood of the entire destination.

(ABOVE) Atmospheric unwrapping of Venus. (OPPOSITE) The thinned atmosphere reveals an acid-drenched surface.





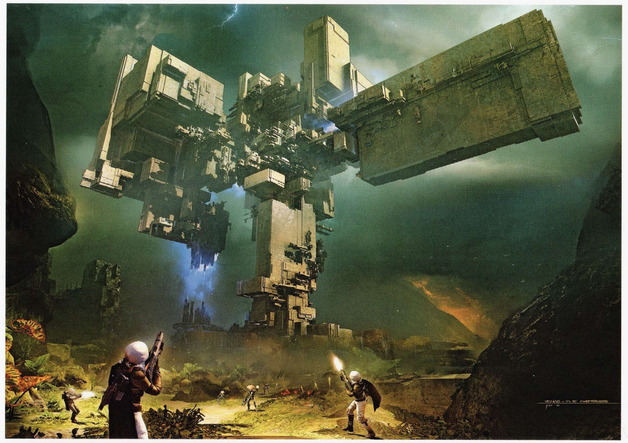
(LEFT) Early exploration of ancient Venusian trees. (ABOVE) Vex gates and blocky structures among soft flora.



Although many concepts ultimately are not reflected in the finished product, the exploratory work often informs form, function, and fictional underpinnings of the elements that are.

(THESE PAGES) Inscrutable Vex architecture and early ideas for what the Vex might be.







"Various explorations for the look of the Vex Citadel. When we ultimately settled on a design we felt comfortable about, we naturally asked ourselves the question: 'But what if we blew it up?'" —Jesse van Dijk

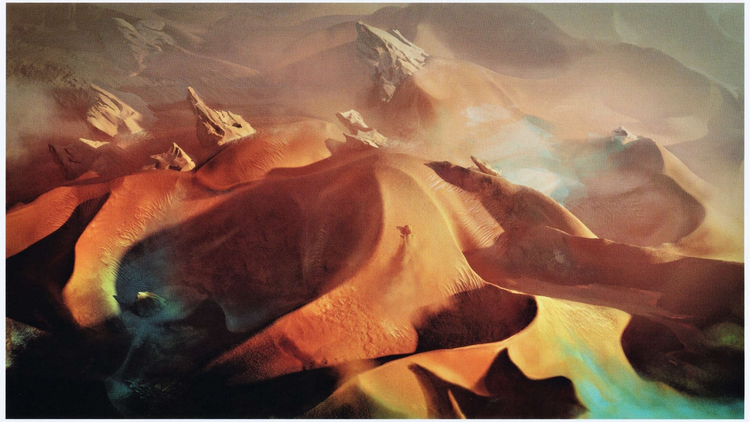


The fate of those escaping Earth during the Collapse was once unknown. But here drifts a graveyard of those lost ships, and among them—the Realm of the Awoken.

(LEFT) A great disaster is implied with the wreckage in the Reef. (ABOVE) The walkway to the Queen's throne for those seeking an audience.









(PREVIOUS PAGES) The Buried City of Mars. (LEFT) The hub of the Outer World Transit. (ABOVE) Exploring the great dune sea and the dried husks of ancient forests.

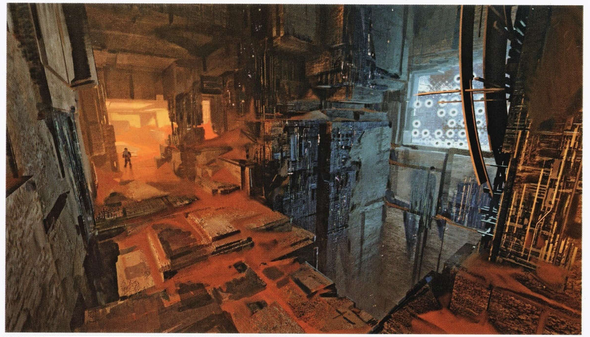


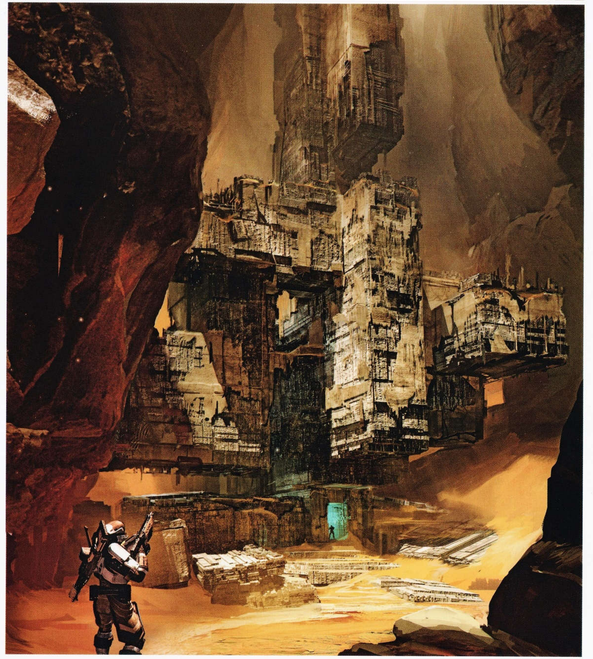


(TOP) Cabal structure hewn into rock. (ABOVE) Hidden gateway into the Buried City. (RIGHT) Early exploration of great abandoned cities on Mars. (FOLLOWING PAGES) This structure is testament to the ruthless and uncompromisingly militaristic mentality of the Cabal. The once-beautiful Martian landscape is bulldozed to make way for their massive war effort.

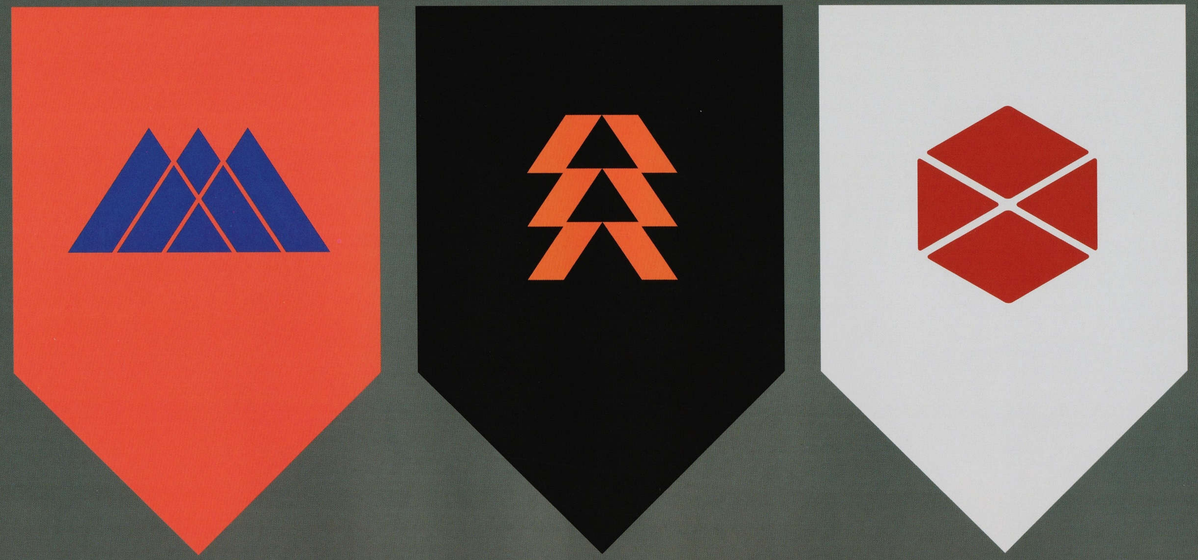








(THIS PAGE) Hidden in the gorges of Mars, the player encounters strange ruins from another time.



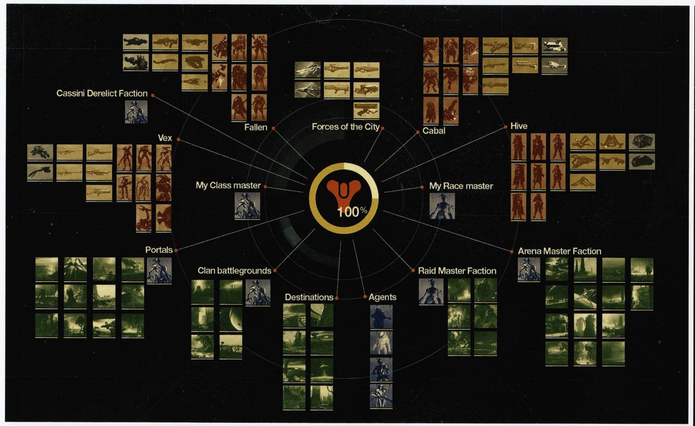
(ABOVE, LEFT TO RIGHT) Warlock, Hunter, Titan. Players enter the world of *Destiny* by first choosing which class to play.

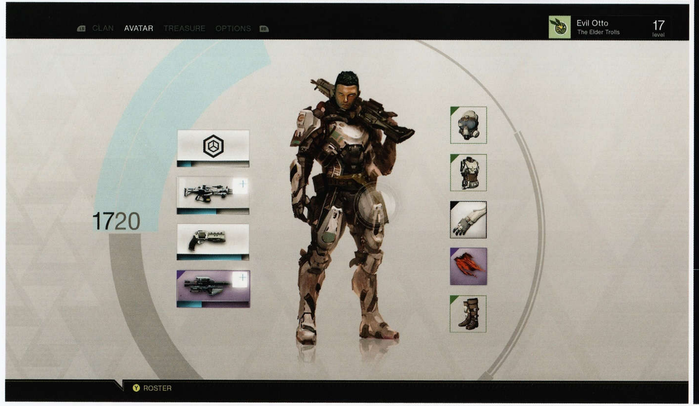
Like the purposeful silhouettes established for each of the three classes, distinct icons also offer a swift visual indication of their base archetypes.

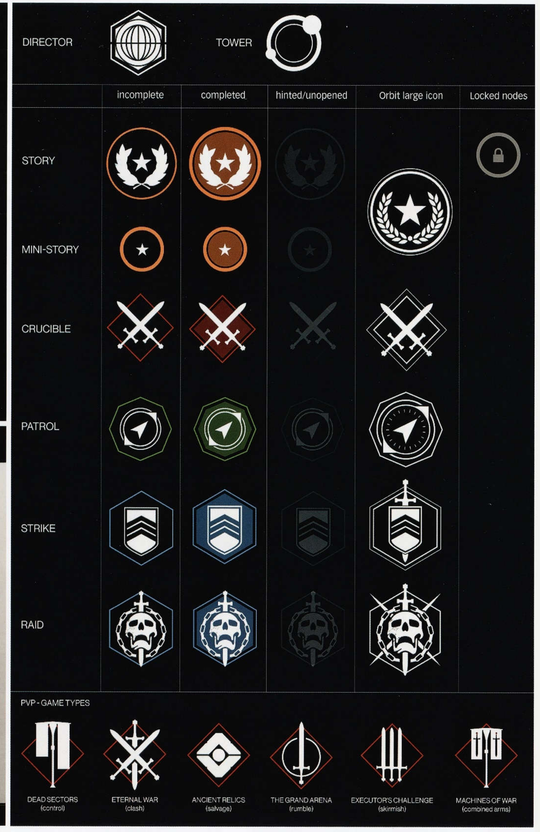


Players can adopt and display banners that signify imagined allegiances, or perhaps simply show off their own personal sense of style.

(ABOVE) A small selection of player emblems.







"The sense of exploration translated over to our character menu where players browse their inventory. This allowed us to keep the screens uncluttered until tooltips revealed the stats and descriptions of items they've collected." —Andrew Davis

"The aim for all 2D vector art in Destiny *was to stay super clean with minimal bold color usage. I played off a lot of what you'd traditionally see in the fantasy genre and brought that in line with* Destiny*'s graphic style to make something that, hopefully, embodies each Activity type in a single icon."* —Ryan Klaverweide



(THIS PAGE) Achievement icons. They should all look good hanging on the same wall.





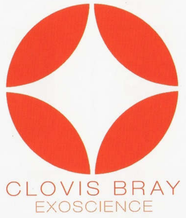














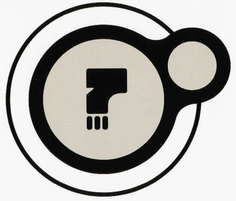






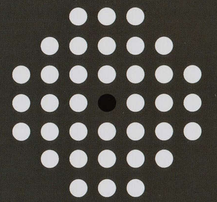






(THIS PAGE) Great graphic design is a telltale sign of a sophisticated culture.

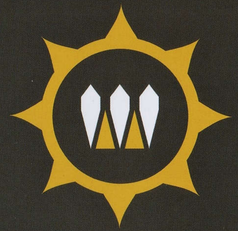








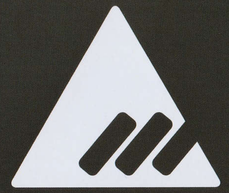






















(THIS PAGE) Corporate entities and manufacturing brands should feel as real as the many factions in *Destiny*.



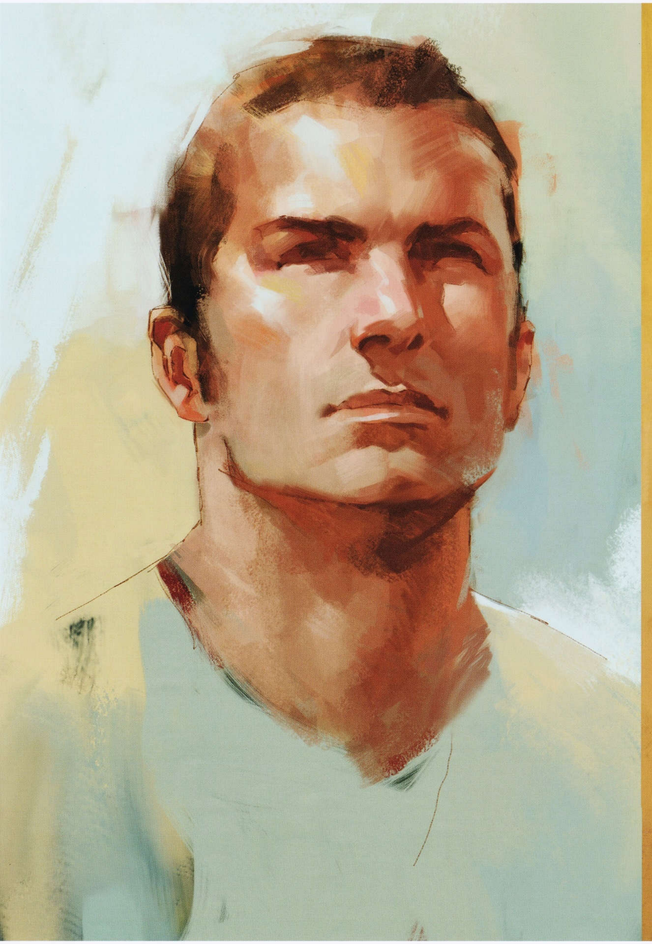
LEGENDS BORN, DARKNESS RISING

Identity defines more than the person. It speaks to a history and the state of the world around the given individual. Identity is not assigned; it is shaped—by events, choices, ideals—it is born of conflict, hope, loss, love, and the adventures that accompany the casual, quiet moments of a life lived.

To craft the foundation of identity takes more than an assessment of the aesthetic trappings of outward appearance. The bulk of the soldier, the streamlined sleekness of the wanderer, the ornate detail of the scholar—all speak to a purpose. Finding that purpose, exploring one's place within the fabric of the universe is at the heart of artistic identity, and is possibly the creator's greatest challenge.

For artists working to express character in a living, breathing world, the trick is to provide the visual baseline from which the imagination can fire.

Here, now, is the inferno . . .







(PREVIOUS PAGES) Guardians in a pitched battle with Cabal. Inspirational pieces like this help rally a team during the development process.

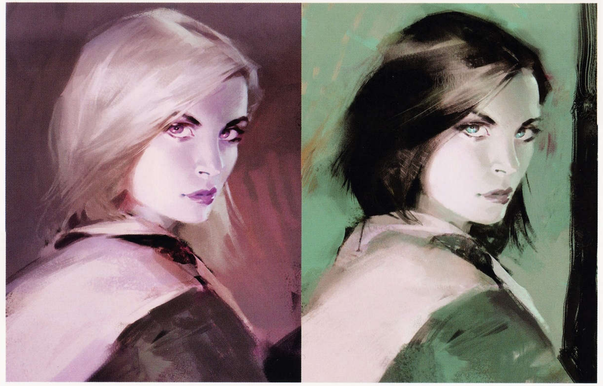
(THESE PAGES) Human, Awoken, Exo—the three races players can choose at the start of the game.

Race selection is a primal and emotional choice, ungrounded by logic. Players aren't required to read or be otherwise invested. Instead, they give over to their emotions. Who am I, and what do I dream of becoming?

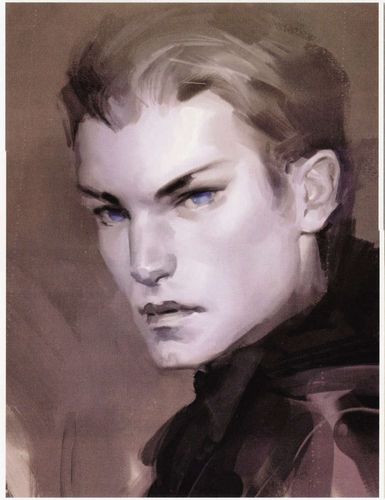
"The races were about capturing people's fantasy in a futurized world:
The superathlete next door: Humans.
The idealized, mysterious alien: Awoken.
The unforgiving and sinister race: Exo."

—Shi Kai Wang











(THIS PAGE) The Awoken is distinguished by blue, glowing skin and luminous eyes. (OPPOSITE, TOP ROW) The Exo. (OPPOSITE, BOTTOM ROW) Mysterious Awoken and resourceful Human.













(THIS PAGE) Facial markings for the different races, hair for Human and Awoken, different headgear for the Exo.

(THIS PAGE) Creating variety in archetypes, not stereotypes. Exo facial structure can be challenging to make male or female.



Hunters stalk the wilderness beyond the City, harnessing the Light to reclaim the secrets of our lost worlds. They are daring scouts and stealthy killers, experts with knives and precision weapons.

"Each class needed to be iconic and recognizable. For the Hunters, we made sure their cape was their identifier."

—Shi Kai Wang



(OPPOSITE) The team finalizes the overall look and feel for the Hunter. (ABOVE) A few designs that explore the 50/50 armor-to-cloth ratio.



(TOP ROW) Model sheet for a Hunter helmet. They don't always have a hood.
(BOTTOM ROW) The "Nighthacker" set.



(TOP ROW) The "Dustwalker" set.
(BOTTOM ROW) Helmet model sheet.

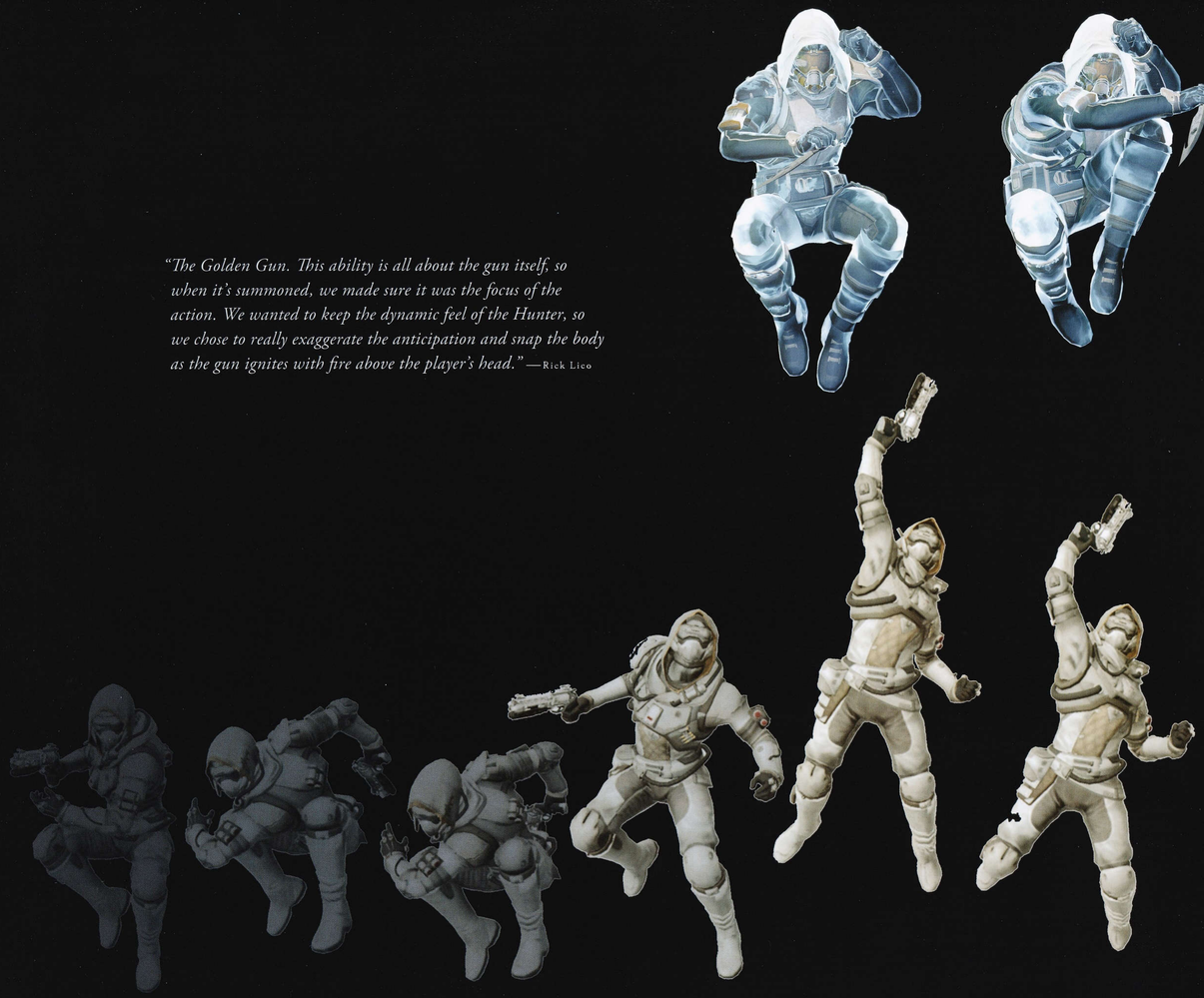


(ABOVE AND OPPOSITE) The Hunter's class item is the cloak. The longer the cloth, the higher the level.



"Hunter capes were designed to span a wide range of styles and fictional significance, with influences ranging from the Wild West to medieval heraldic to contemporary sportswear." —Joseph Cross

"The Golden Gun. This ability is all about the gun itself, so when it's summoned, we made sure it was the focus of the action. We wanted to keep the dynamic feel of the Hunter, so we chose to really exaggerate the anticipation and snap the body as the gun ignites with fire above the player's head." —Rick Lico



(ABOVE) The Hunter summons the Golden Gun in a raw display of power, whether they have a hand cannon equipped or not. (TOP ROW) The Arc Blade super is deadly among grouped enemies.



"The Arc Blade. We wanted to illustrate a sense of agility and evasiveness. We needed to highlight the blade itself, so on activation, having the primary pose present the weapon to the player camera was key to the performance." —Rick Lico

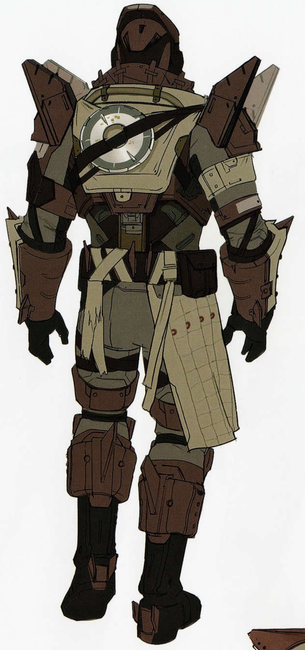


Titans are warriors—heroic defenders of the Light, channeling the gifts of the Traveler to wage war on the Darkness. Steadfast and sure, Titans face any challenge head-on, serving as living, blunt force instruments of the Traveler's will.

"The Titan is the most understood visually. With our back history of armored soldiers, this class was the simplest to flesh out. Their identifier was easily the bulk of their armor." —Shi Kai Wang



(OPPOSITE) With an 80/20 ratio of armor to cloth, the Titan is bulky and heavy without looking encumbered. (ABOVE) Various Titan armor.

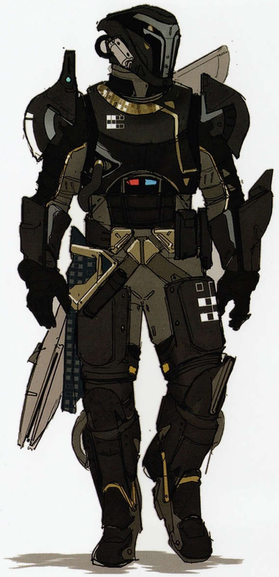








(RIGHT AND OPPOSITE PAGE)
Players earn various pieces of armor throughout the game, and many may find that matching sets is as important as good defensive qualities.











"Titan Sash and Crests were designed to feel equal parts samurai and heraldic. These crests signify the strength and honor of the Titan class." —Joseph Cross





(LEFT AND OPPOSITE) The Titan's class item hangs from their waist in a variety of lengths, some more rare than others.

"Ward of Dawn. The Titan is naturally an offensive character, yet when he casts the Ward of Dawn, it's a defensive action. So to reconcile those conflicting concepts, we chose to lean him into the action, and use his entire body to physically generate the shield. We push outward, and give the impression that the Titan is holding two opposing forces apart." —Rick Lico

"Fist of Havoc. Death from Above. The Titan is all about close-quarters combat and using his body as a weapon. So we carried this theme into the core posing of his animation. Each pose is meant to communicate two primary concepts, a sense of travel and an impending force." —Rick Lico

(LEFT) A Titan drops down to execute the Ward of Dawn. (RIGHT) Fist of Havoc's aerial form, "Death from Above."



Warrior-scholars of the Light, Warlocks devote themselves to understanding the Traveler and its power. A Warlock's mind is an arsenal of deadly secrets, balanced between godhood and madness. On the battlefield, those secrets can shatter reality itself.

"Warlocks are space wizards. Visually we imagined them to have a triangular shape to their silhouette. By imagining each new theme this way, we've quickly set up their iconic identifier, their robes."

—Shi Kai Wang



(OPPOSITE) The Warlock's silhouette remains the same in this final form. The legs are a bit more free, however. (ABOVE) 20/80 armor-to-cloth ratio. The longer the robes, the mightier the Warlock.







"Warlock designs, more so than the other two classes, are influenced by sacred geometry and the metaphysics used to unravel the mysteries of the Traveler." —Joseph Cross

(ABOVE) Mysterious glyphs. (FAR RIGHT, TOP TO BOTTOM) Future War Cult. Dead Orbit. New Monarchy. The three factions grant their colors and livery to their followers.

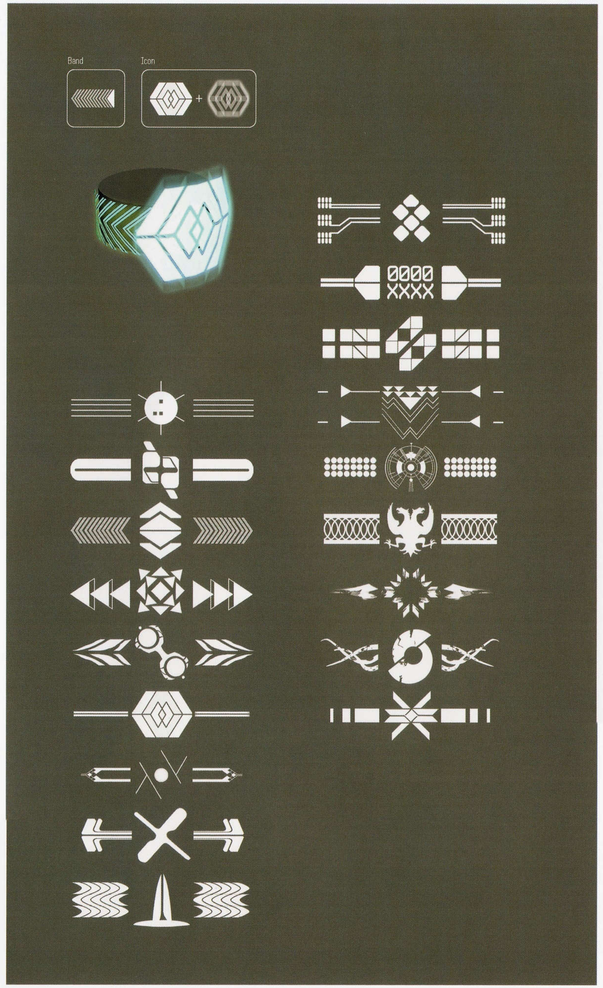


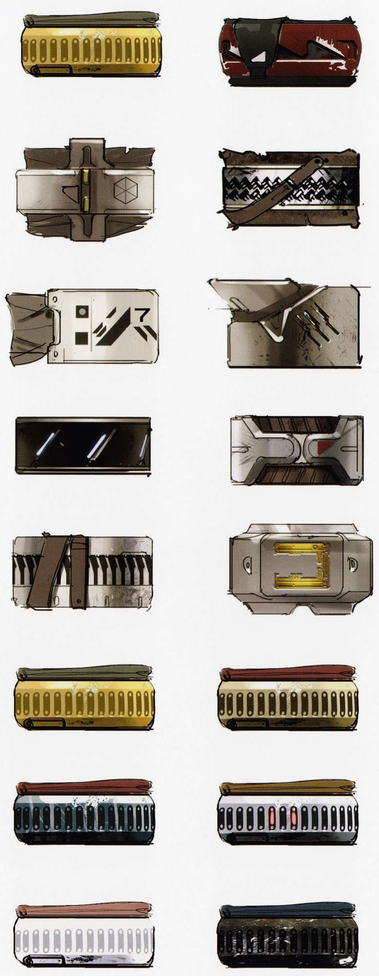






Like the Warlocks themselves, their bonds convey a sense of tempered knowledge and harnessed power.





(LEFT) Holography adds a big splash to the Warlock's bond. Shown here are some of the effect overlays to the bonds shown above right.



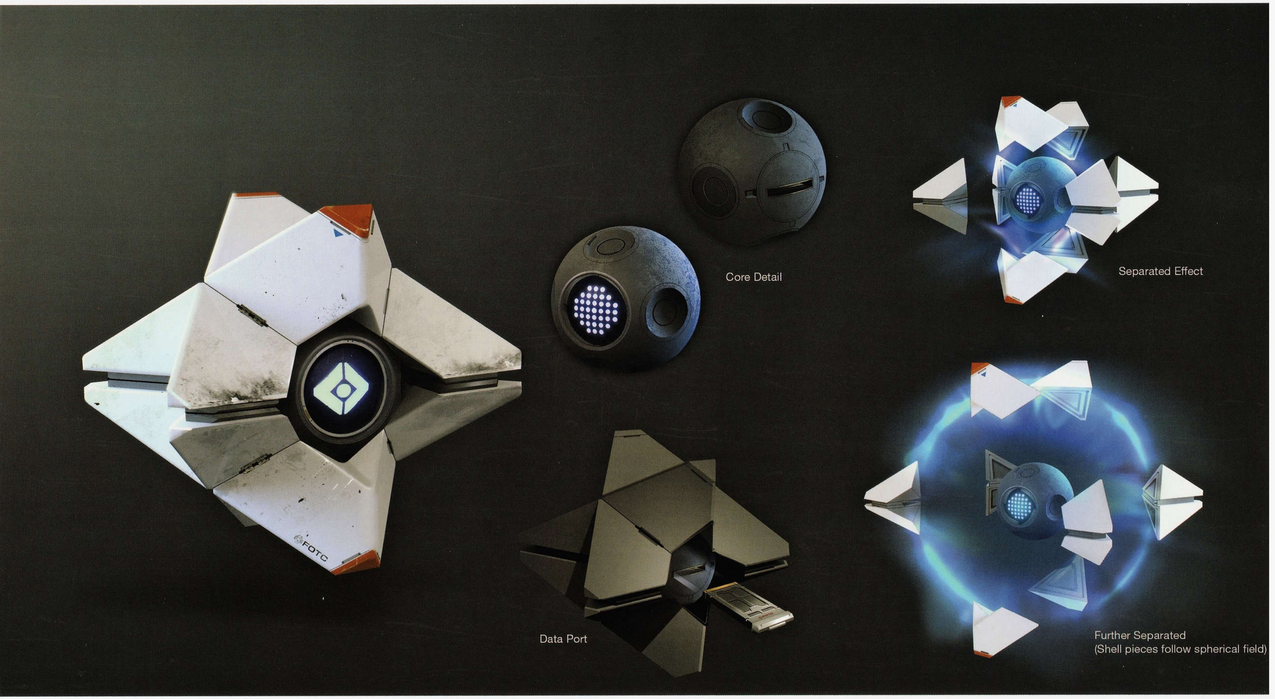
(TOP ROW) A Warlock releases a Nova Bomb. (BOTTOM ROW) The animation sequence for Radiance.



"Radiance. For the Warlock, choosing posing that makes the Light of the Traveler feel tangible was our driving concept. We wanted to make Radiance feel like he's pulling light out of the air and splashing it over himself and those around him. Much like the Nova Bomb, the generation of the magic was a big focus for us." —Rick Lico

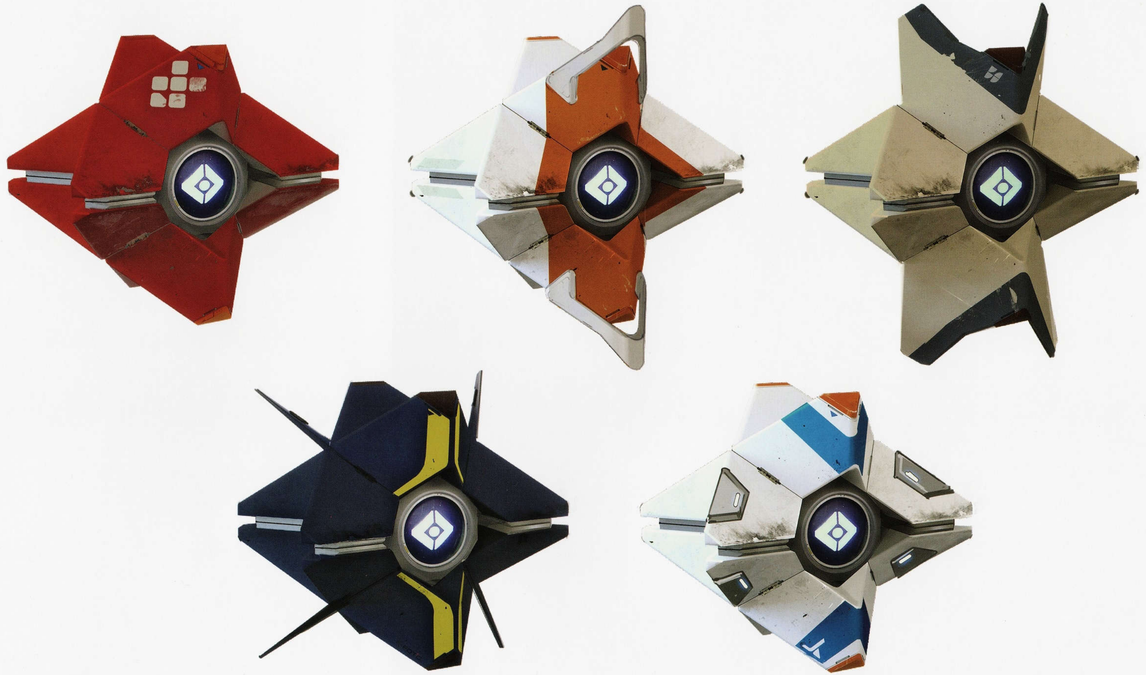
"Nova Bomb. This ability is all about power and devastating your opponent with the Traveler's Light. We use the whole body to build the throw, much like a pitcher would wind up for a fastball. The anticipation pose and the release pose are the core elements defining this action." —Rick Lico

Ghost



"In its dying breath, the Traveler created the Ghosts to seek out those who can wield its Light as a weapon. . . . Guardians to protect us and do what the Traveler itself no longer can."—The Speaker





(OPPOSITE, BOTTOM ROW) Basic shapes were added and sometimes mirrored to create variants. (ABOVE) Color exploration for the various Ghosts players discover and attempt to revive in the wild.





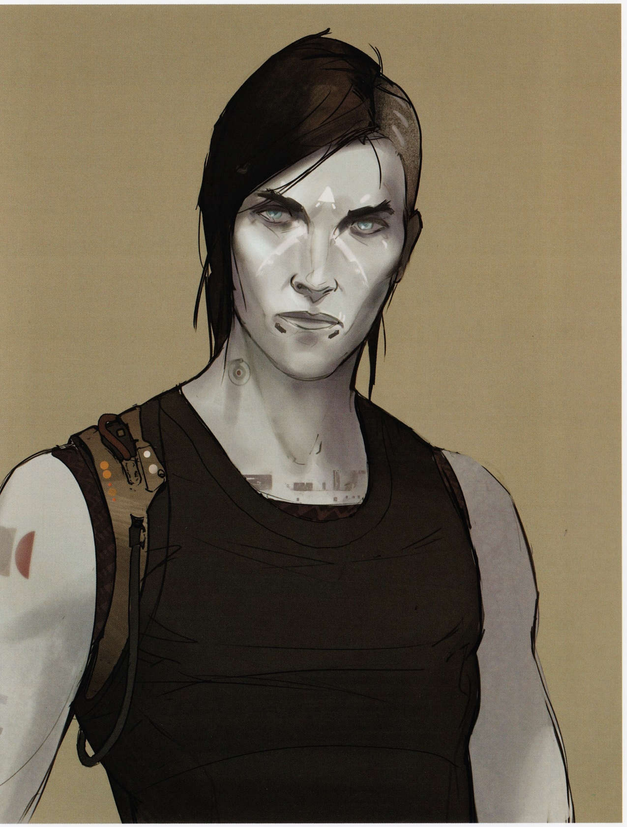




(LEFT) Final design for the Queen. (ABOVE AND RIGHT) Fashion was not something our team ever studied for our previous games. It was essential for *Destiny*.

The Queen of the Awoken is as much an enigma as the Reef she rules. It is said that she won her crown through ruthlessness and that she stands as master of the Fallen House of Wolves in place of their defeated Kell.

"Capturing both the majestic and warrior side of the Queen was a bit of a challenge. We needed her to feel like the rebellious overlord of a ragtag group of Fallen and Awoken, but at the same time keep her attractive. The results were great after we realized how her character started to shape up in cinematics." —Shi Kai Wang





As the Queen's confidant, spymaster, and deadliest enforcer, her brother wields enormous power, particularly for a male born in the Reef's matriarchal society.

"Awoken, in general, have this semi-emo and exotic model flavor. In creating the Queen's brother, we had to push him away from the ideal and more toward a dark pirate." —Shi Kai Wang

(THIS PAGE) The Queen's brother. (OPPOSITE LEFT) The Queen's guard. (OPPOSITE RIGHT) Petra, the Queen's emissary to the Tower.







"The Stranger was our first Exo. She set the stage for how all female Exos were to look and feel. Jaime's painting really set the mood for how relentless and deadly she can be." —Shi Kai Wang









(TOP LEFT) Under the cloak. (TOP CENTER AND RIGHT) Cloak study. (BOTTOM ROW) Face paint ideas.

The Speaker



"The Speaker is meant to represent the Light of the Traveler. We tried to do that by giving him a regal feel to his wardrobe, but hiding his face to create some mystery." —Shi Kai Wang



(ABOVE AND LEFT) The Speaker waits for the Traveler to wake.



(THIS PAGE, LEFT TO RIGHT) Shaxx, the Crucible Handler, clothing for the Gunsmith and the Cryptarch.







When a terrible threat rises, Guardians look to the Vanguard, the closest thing they have to a command structure. These elite veterans coordinate the reports of roaming Hunters, the analyses of cloistered Warlocks, and the instincts of grizzled Titans into a single plan of action. And when Guardians fight as part of that plan, the Vanguard rewards them.

"Vanguards are the pinnacle of what players should strive to look like. They were created to give players an idea of who they could be. Maybe one day you can actually earn their gear." —Shi Kai Wang

(LEFT TO RIGHT) Titan mentor, Zavala. Warlock mentor, Ikora. Hunter mentor, Joden, who preceded Cayde, the Exo.



Fallen

Fallen may look like mere scavengers, but on closer inspection, you will see hints of a splendid, sophisticated past and the proud markings of their ancestral Houses.

(LEFT) The first image released for *Destiny*.



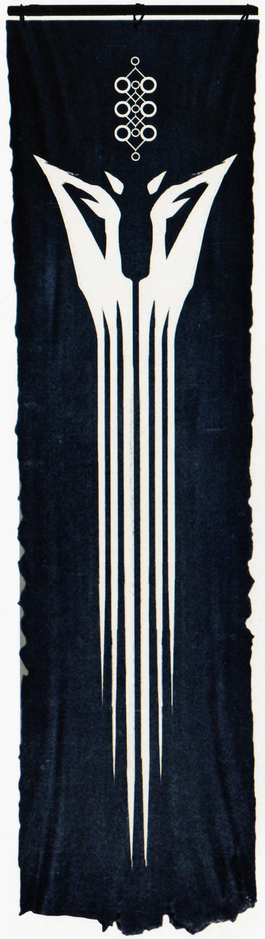




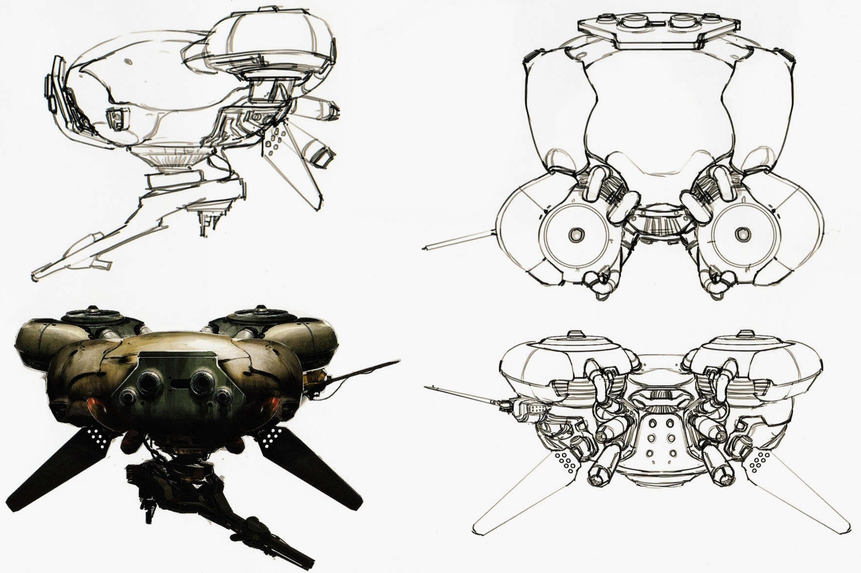


(LEFT) Fallen Captain. (ABOVE) Early silhouette that informed the final design for the Fallen, complete with a Servitor. (ABOVE RIGHT) A Dreg with arms docked for some past failure.

"The Fallen scour the depths of the galaxies for their own gain. We took that visual direction literally and added the four limbs to further imbue their identity as scavengers." —Shi Kai Wang









(ABOVE) Each Fallen House has their own set of colors and symbols. (OPPOSITE, BOTTOM) The Shank is a floating robot fitted with a gun.

"The Fallen are dynamic in their movements. They have three major themes attributed to their animation performance:

- *Nomadic: The primary influence of their navigation.*
- *Assassin: The primary influence in their melee attacks.*
- *Spidery: The primary influence utilizing their four arms during death, bracing, damage, and evasion."*

—Bill O'Brien

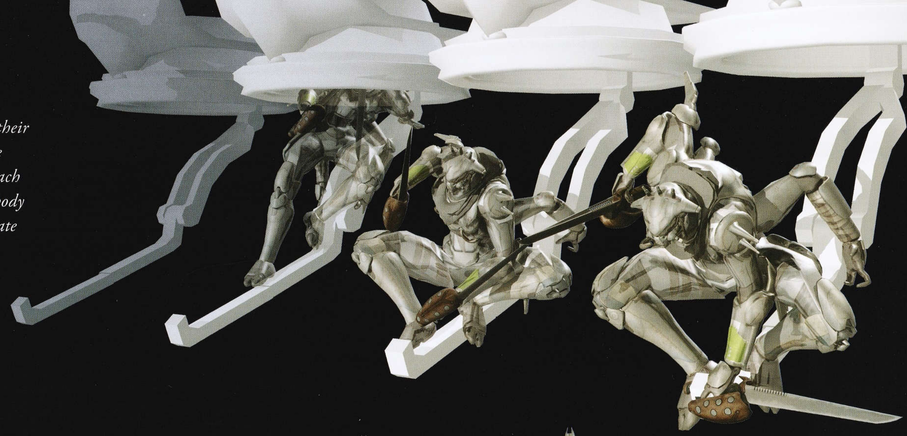


"It was important the Fallen feel nonhuman. To do this, we exaggerated their agility throughout their action poses and movement. By lowering their center of gravity to the extreme and staging the secondary arms in silhouette, animators were able to differentiate their motion from the player." —Bill O'Brien



(ABOVE AND RIGHT) Player interaction governs a lot of how the Fallen are animated. In evades, lunges, and strikes, their heads have to be visible for players to have a vulnerable spot to shoot at.

"For the Fallen, we had the challenge of rethinking bipedal motion to incorporate their lower arms. Our solution was to prioritize which limbs were the most important in each motion. This allowed us to use the entire body to create strong silhouettes that communicate their agility and character." —Leo Martinez



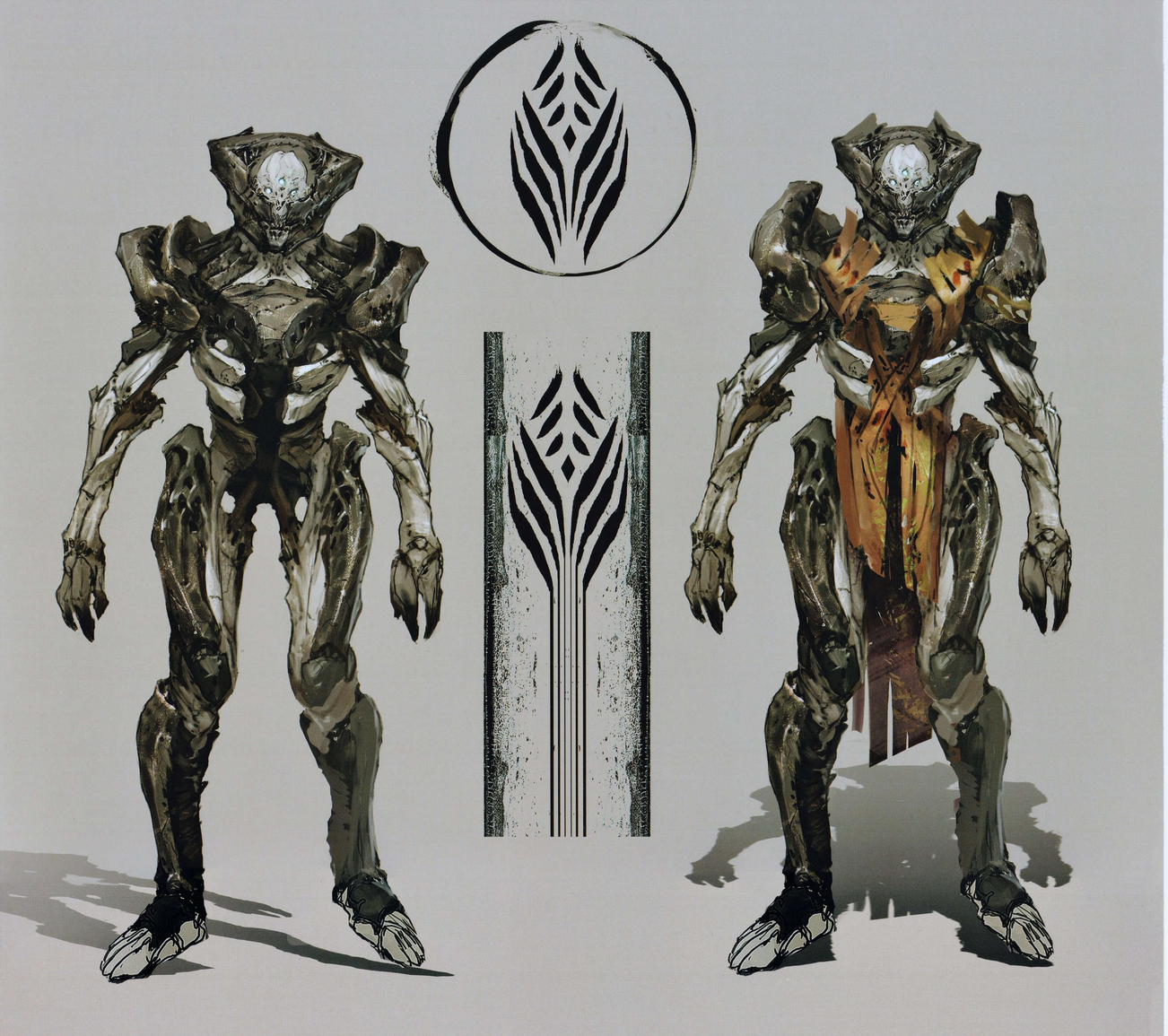






"The Hive are brought alive from the dark depths of the universe. An easy analogy we've used is that they're our space zombies. The uncommon knowledge for the Hive is that a lowly Thrall can learn and become an Acolyte, Knight, or Wizard. This is why their heads are similar." —Shi Kai Wang

(LEFT) A Hive Wizard surrounded by minions.





(OPPOSITE) Hive acolytes and
a sample sigil.



(LEFT) A Hive Knight.
(ABOVE) A Hive Thrall.

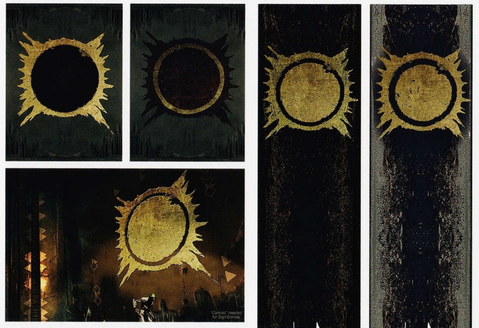


"Ogres are corrupted and infected Thralls. They share the same anatomy as the Thrall but are larger and attack differently, because they have been deformed to what they are now." —Shi Kai Wang

(ABOVE) A high-ranking Hive Wizard would have more elaborate robes. (RIGHT) The different factions sport different colors.







(ABOVE) Different sigils mark each Hive territory. (RIGHT AND BELOW) The Ogre comes in different sizes. The bigger, the badder.

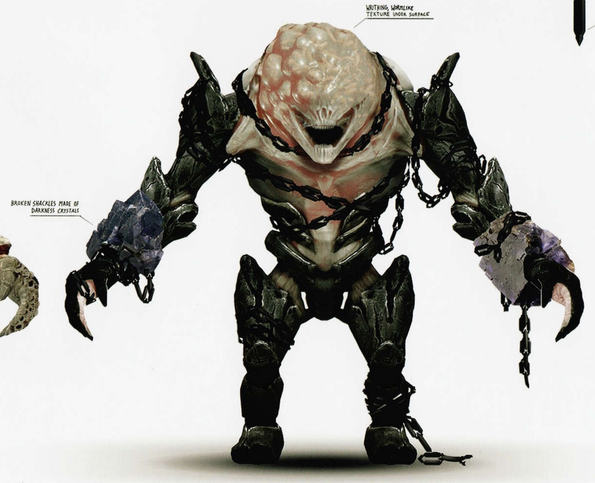








Standard Ultra



Phogoth

PHOGOTH THE UNTETHERED

"The Hive animation performances hinged on our ability to portray these characters as ancient monsters physically capable of incredible athleticism. They are not slow and plodding zombie creatures, they are ruthless and their motion needed a gritty aggressive quality." —Bill O'Brien



(ABOVE) The Hive Knight's powerful downward stroke.



(ABOVE) The first time the player encounters the Thrall, they were designed to induce panic. But although their movements are wild and clawing, the smooth carapace on their heads remain fairly steady—easy to aim at.

"The animators used creepy poses to sell their tone, while always staging the head to be visible for player targeting. The Poses were crafted to have angular lines and aggressive lines of action. The motion itself had an additive layer that helped them feel stiff and staccato." —Bill O'Brien



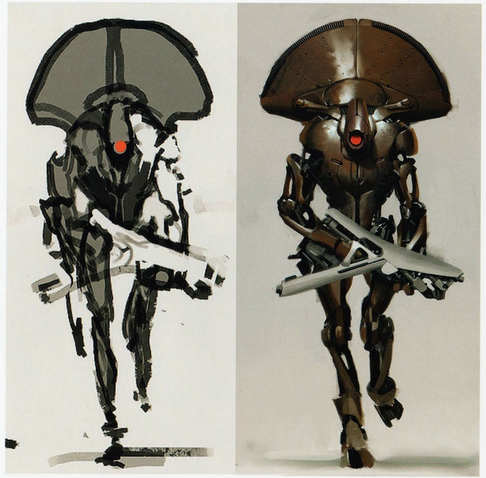
Vex

"The Vex are an unstoppable force that will continue to push till their source of power is destroyed. The red eye is a simple indicator to players that the intent of the Vex is obvious. Having them be machines of old helps drive home the idea that they have no feelings toward the player." —Shi Kai Wang

(LEFT) Hero concepts set an overall mood, shape language, and color palette for a subject matter. This one nailed it for the Vex.

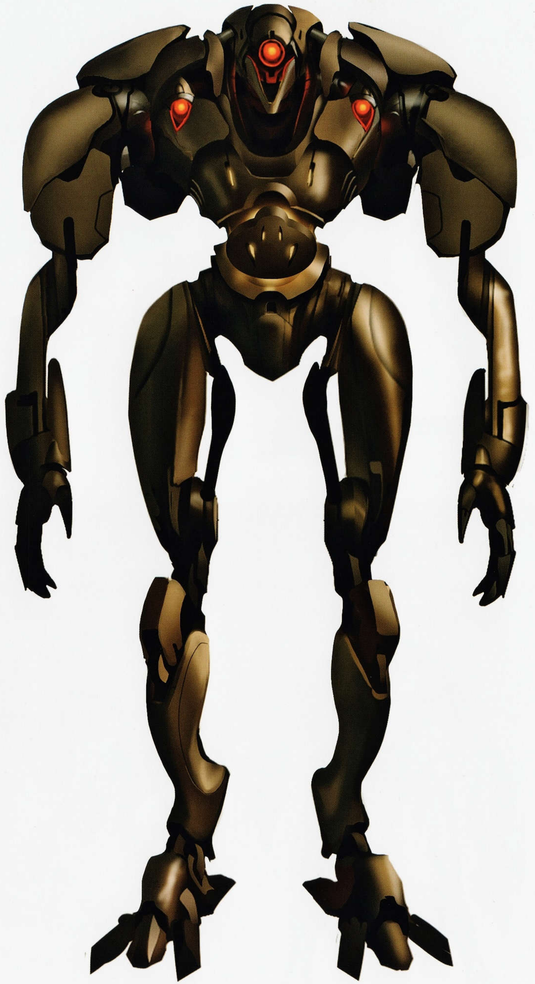


(LEFT) The crested head became emblematic throughout later iterations. (OPPOSITE, TOP) One of the earliest images of the Vex. (OPPOSITE, BOTTOM AND FAR RIGHT) Goblin. Hobgoblin. Minotaur.

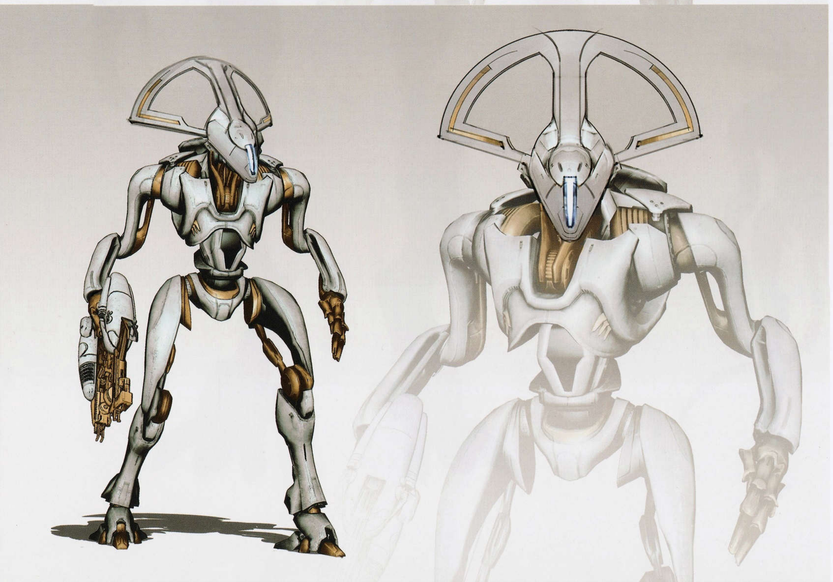


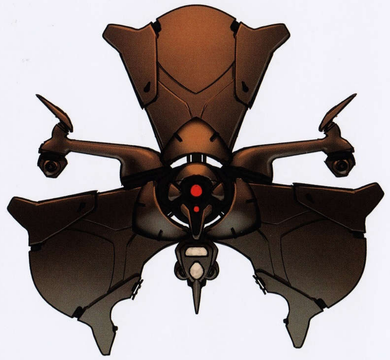


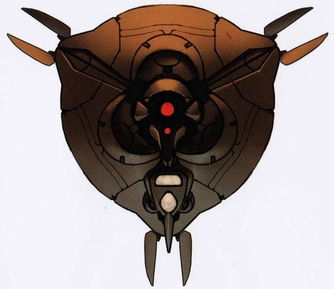






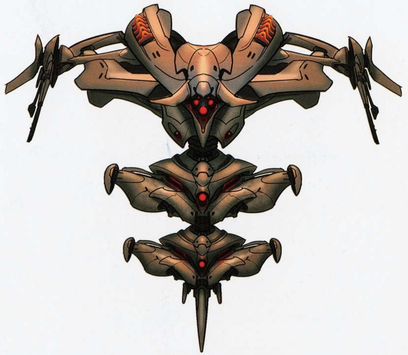


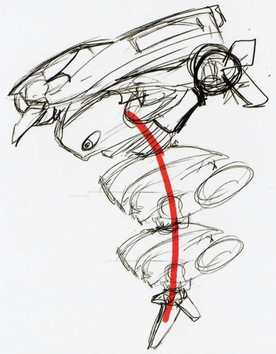


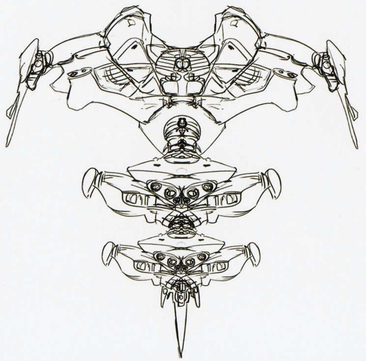


(THESE PAGES) Alternate Vex.

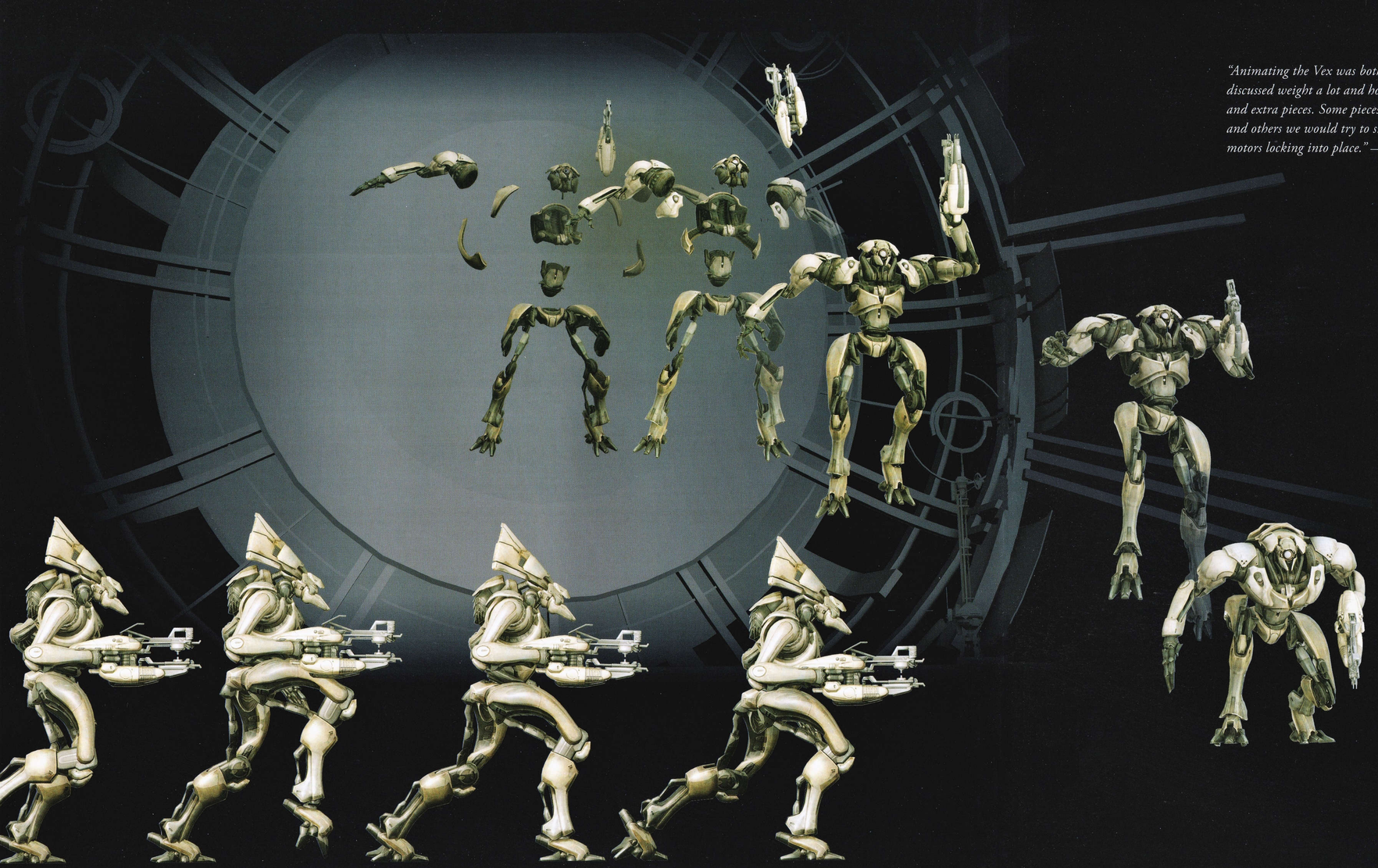
(OPPOSITE, LEFT) The Hydra model sheet. (FAR RIGHT) The Vex Hobgoblin.











"Animating the Vex was both fun and challenging. We discussed weight a lot and how to sell it with moving parts and extra pieces. Some pieces we used as overlapping action and others we would try to simulate heavy duty servos or motors locking into place." —Mike Hoffman



"Vex animation themes required them to always be squared to the player while using angular posing with offset rotations during movement. They had a machinelike quality to their motion that comes from hard accents offset across their shoulders." —Bill O'Brien

(OPPOSITE, BOTTOM ROW) Vex Goblins take very deliberate steps. (OPPOSITE, TOP) The Vex Gate Lord seem to ooze right off an enormous Gate. (TOP) A Minotaur notices an enemy.



Cabal

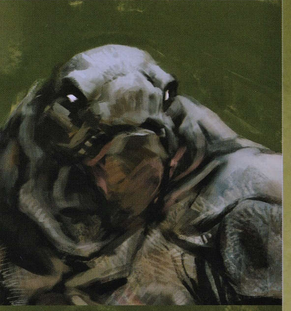
"Cabal are our space war enforcers. They are the race that pushes, even when unprovoked, with a force of a thousand fists. They needed to look and feel menacing. We took some strong cues from pachyderms for physiology.

From that, we made it clear that everything associated with Cabal will be blunt and unrelenting." —Shi Kai Wang

(LEFT) These hulking creatures are over eight hundred pounds. Unfortunately, their vehicles are even larger.

















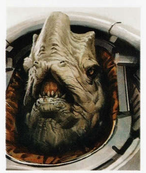




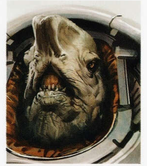


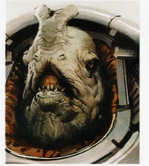














(ABOVE) Not unlike rhinoceros, the idea that the Cabal can grow horns opened helmet design possibilities. Maybe too many. (LEFT) A fully naked Cabal. They are built a lot like rhinoceroses, complete with hornlike protrusions. Various facial forms are explored on the far left. (TOP ROW, LEFT TO RIGHT) Psion. Centurion. Legionary. Phalanx. (FAR RIGHT) Colossus.



The Cabal are highly militarized, with entrenched formations bearing the visual hallmarks that denote division, rank, and current deployment.

(OPPOSITE) Cabal emblems and color variations and the different ways they can be implemented on their armor. (THIS PAGE) Various Cabal emblems.

"The Cabal are heavy and armored. Their motion is all about capturing the weight of hulking mass and metal. There are two major themes we focused on in their animation performance:

- *Militaristic: This is the primary influence of their navigation and motion. They are trained space soldiers.*
- *Animalistic: This is the primary influence of their behaviors outside of navigation."*

—Bill O'Brien





"We embraced the Cabal's militaristic aesthetic. Their idle shapes were tailored to make them read as bullets from a distance.

Adding reactive armor jiggle communicated the Cabal as organic soldiers instead of robots.

This allowed us to create a balance where the player feels the heft through the armor moving on the characters as opposed to just seeing it.

We wanted the Cabal ranks to be apparent. The Colossus is always meant to be upright and overpowering.

The Legionary is meant to be a mid-level soldier, while the Psion is meant to feel weaker, but more agile." —Tom Saville





(TOP ROW) A Cabal Centurion lands forcefully and bounce after disengaging its jetpack. (BOTTOM ROW) The walk cycle of a Colossus with its heavy gun.



THE MANY PERSONALITIES OF SURVIVAL

The identity of a fully realized universe is not exclusive to character and environment. It extends to the tools and accessories that ground the people and places within a larger, functioning reality.

In a game like *Destiny*, the weapons and resources needed to not only survive but thrive are as much a part of a player's and the world's identities as the lands traveled to, the classes chosen, or the combatants faced.

In building our arsenal, we created our designs with an eye to the current reality—from the expansive military industrial complex to the personalized weapons of revolutionary war. These explorations give birth to a handful of fictional foundries, whose distinct silhouettes and play styles form as much of an identity as their names—Crux and Lomar, Omolon, Suros and Tex Mechanica, to name a few—and create a world where our personal weapon might start to feel more like a legendary sword.

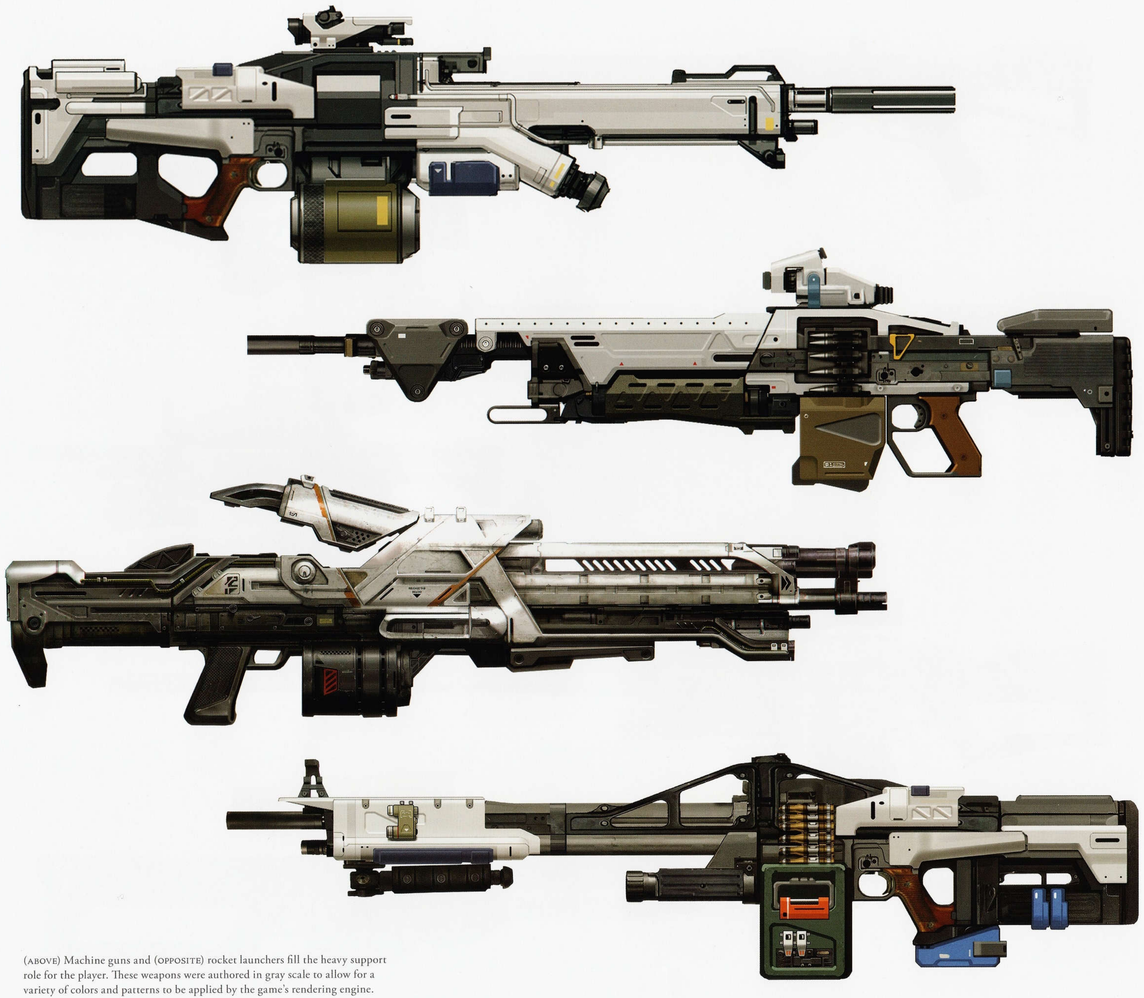
Your arsenal awaits; choose your weapon.

Guardian Weapons



(ABOVE) Hand Cannons and Assault Rifles serve as the player's primary weapons. (NEXT PAGE) Shotguns, Fusion Rifles, and Sniper Rifles count as special weapons. These Guardian weapons follow a familiar visual vernacular for an instant understanding of their function. (PREVIOUS PAGES) Actual real-time screenshot from the game. Like the stars above, Guardians shine brightest in the dark.

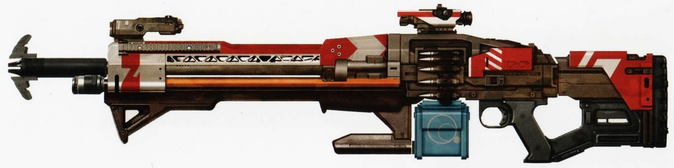




(ABOVE) Machine guns and (OPPOSITE) rocket launchers fill the heavy support role for the player. These weapons were authored in gray scale to allow for a variety of colors and patterns to be applied by the game's rendering engine.



Exotics

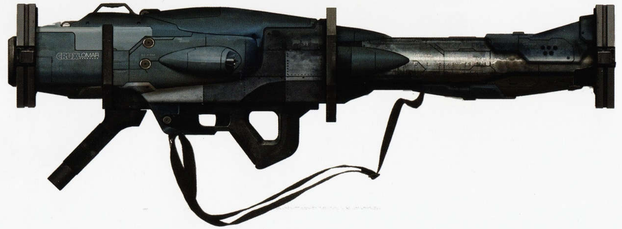












(THESE PAGES) Purposely colorful and fantastic, with equally memorable names, these are a small sampling of weapons in the Exotic category that players win after completing quests and winning battles.



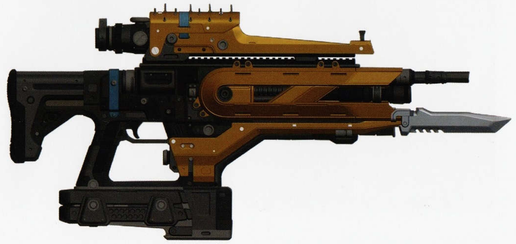










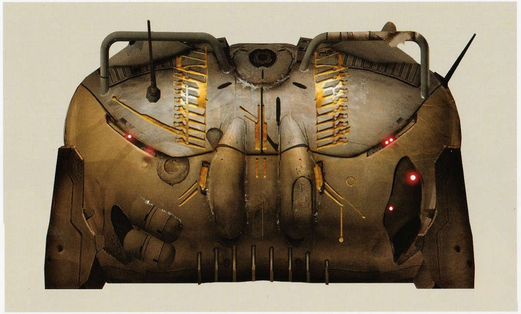


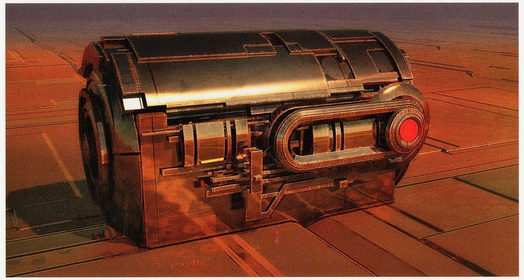
(OPPOSITE, CLOCKWISE FROM TOP LEFT) Super Good Advice, Pocket Infinity, Suros Regime, Truth, Gjallarhorn, Universal Remote. (THIS PAGE, CLOCKWISE FROM TOP LEFT) The Stranger's Rifle, Thorn, Invective, Plan C, Hawkmoon, Ice Breaker, Last Word.

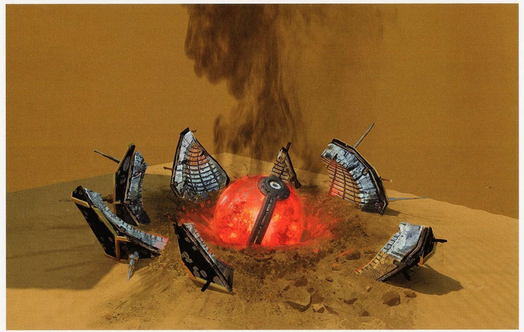




(TOP) A bullet train design for the ruins under Mars. (ABOVE) One of the many computer screens found in the Tower or among the ruins of human settlements.





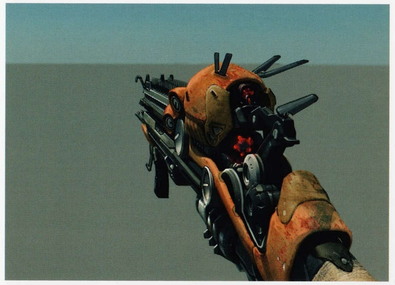


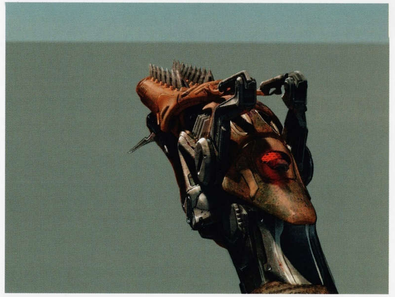




(CLOCKWISE FROM TOP LEFT) A Fallen loot chest, a Cabal loot chest, Spinmetal resource, a coveted Ascendant Energy, and a Vex loot chest.

Fallen Weapons





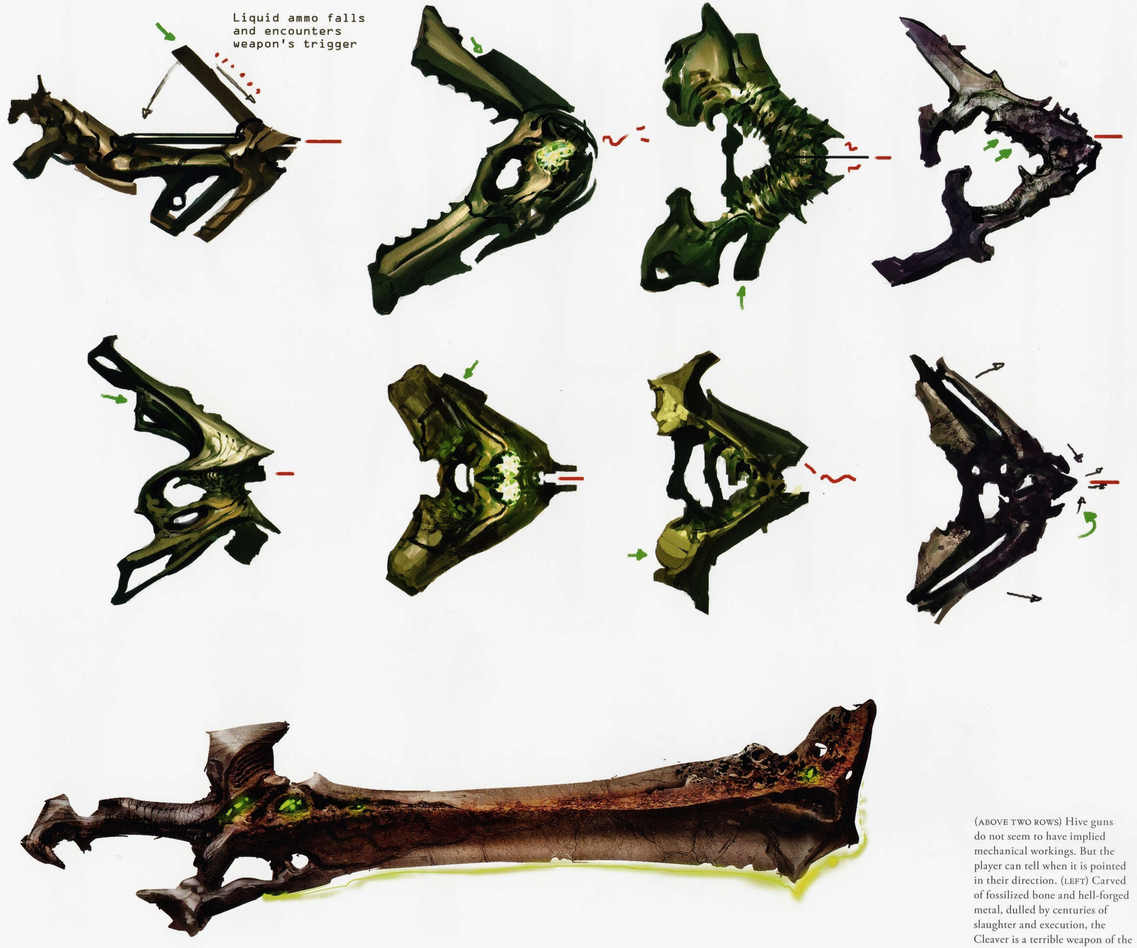




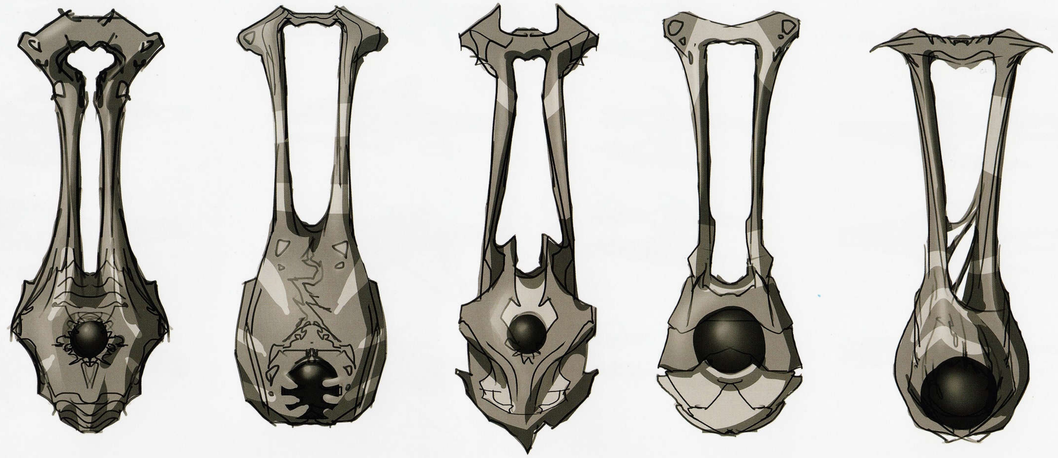
(ABOVE) Holding a Fallen weapon reveals its bootstrap nature. (RIGHT) Various studies for Fallen rifles.

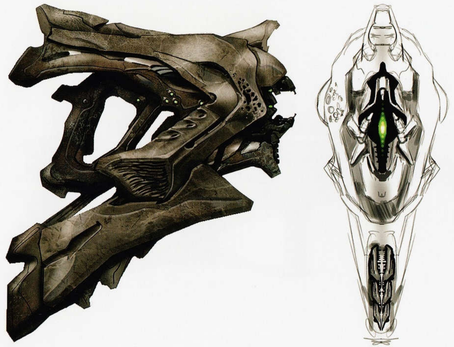


(TOP ROW) Fallen props and knives. (BOTTOM ROW) Fallen rifle and grenade studies.



(ABOVE TWO ROWS) Hive guns do not seem to have implied mechanical workings. But the player can tell when it is pointed in their direction. (LEFT) Carved of fossilized bone and hell-forged metal, dulled by centuries of slaughter and execution, the Cleaver is a terrible weapon of the Hive Knights.



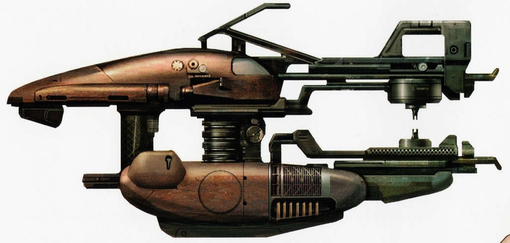


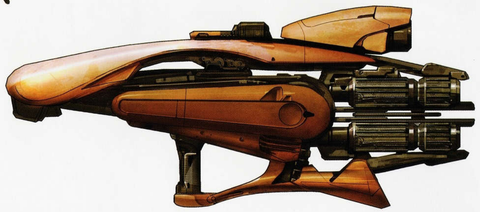
Much like the Hive themselves, Hive weapons speak a macabre language, shredding and cleaving their enemies.

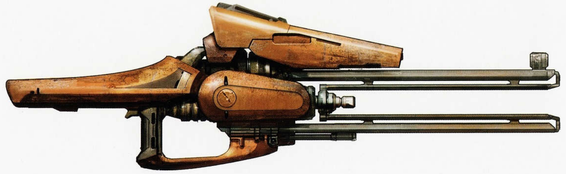
(TOP ROW) Hive grenade studies.
(LEFT) A standard Hive rifle.

Vex Weapons

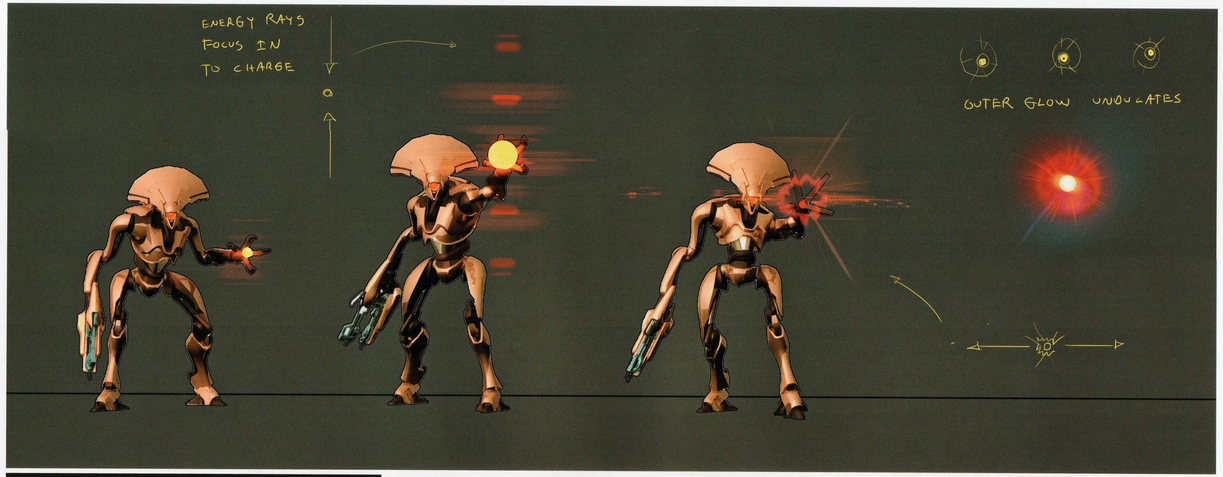


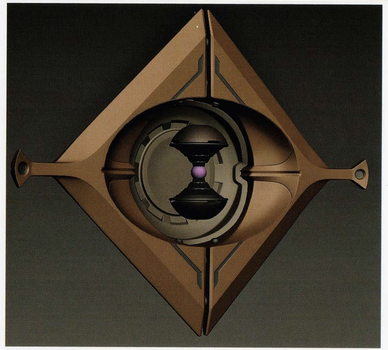


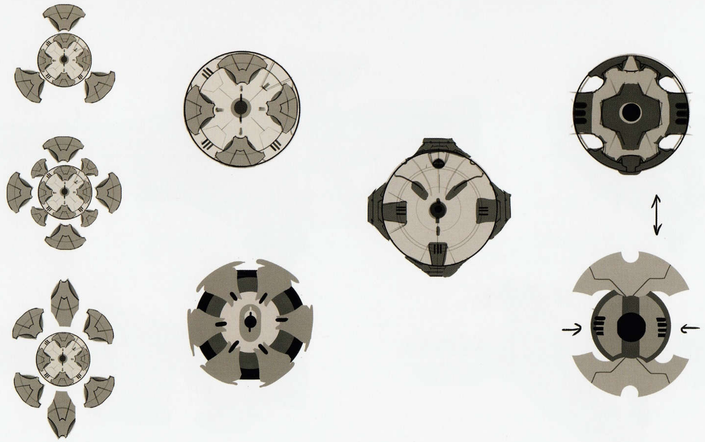




(TOP THUMBNAILS) Silhouette studies of the three main Vex weapons. (LARGE IMAGE, CLOCKWISE FROM BOTTOM LEFT) Line Rifle, Slap Rifle, and Torch Hammer.

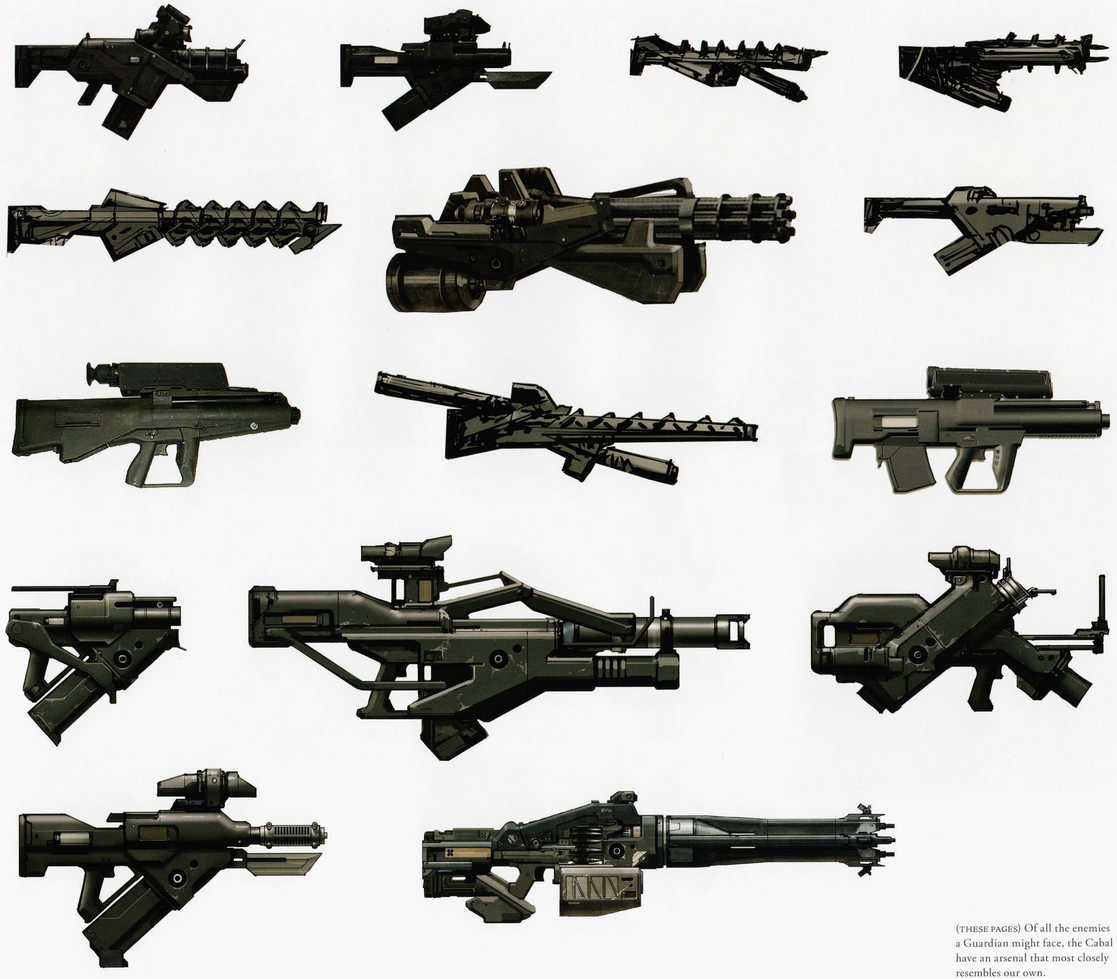






(THIS PAGE) The Vex use Slap Grenades to drive targets out into the open.

Cabal Weapons



(THESE PAGES) Of all the enemies a Guardian might face, the Cabal have an arsenal that most closely resembles our own.



Cabal ordnance has been honed by countless military campaigns. It is primarily reliant on simple, trusted technology: very loud and extremely disorienting explosives.











(LEFT AND ABOVE) The Cabal slug rifle rounds and projectile effects concept.



ACROSS THE HORIZON, TO ROADS UNKNOWN

The mount has a distinguished history throughout science fiction, fantasy, and mythology. The mode of travel for heroes and villains alike speaks volumes about their personalities, styles, and intents. From the noble white steed to the worn-down smuggler's spaceship with a temperamental warp drive, mode of transport within a well-rounded universe is as much a part of its charm as any character who commands or utilizes the vehicle.

The various ships and vehicles featured across *Destiny*'s player and combatant classes were all crafted as an extension of the intended character fantasy. The Sparrow's streamlined design and smooth ride speak to the freedom of exploration that is at the heart of every Guardian's adventure. The Guardian ships that gather in orbit to usher legends-in-the-making to their next grand challenge feature heroic angles and confident, striking colors like starfaring badges of honor.

Contrast the noble appeal of the Guardians' many vessels with the harsher, more jaded silhouettes of *Destiny*'s combatant classes and the distinct personalities of all who inhabit these worlds begin to take a broader, more wholly imagined shape. The jagged, almost ramshackle danger of the Fallen's Pike and Skiff help to tell the tale of a ruthless scavenging race. The Hive's massive gravestone-like Tomb Ships speak to a methodical, arcane terror of waking nightmares tearing through the sky. The calculated, reinforced heft of the Cabal's many mobile battle platforms sell their might and advanced engineering in one brute-force battle after another.

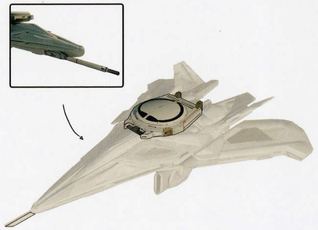
To better understand individuals—whether ally or enemy—cast your eyes, instead, to that which carries them to and from their adventures, across the horizon to the unknown, then you can start to see the full picture of their lives and the stories they carry.

Per audacia ad astra . . .

Phaeton







(TOP) The Phaeton was the first of *Destiny* ships revealed to fans, though at the time it went by a different name. (PREVIOUS PAGES) A Fallen Ketch nestled within a volcanic crevasse on Venus.

Regulus

A rare and precious commodity, the jumpships utilized by Guardians are cobbled together from the salvaged wreckage of interplanetary ships built long ago. Only in recent years have the Tower's shipwrights begun working to build new hulls from the keel up. The City's factions are also keen to develop flight capability, whether through salvage or their own shipbuilding projects.



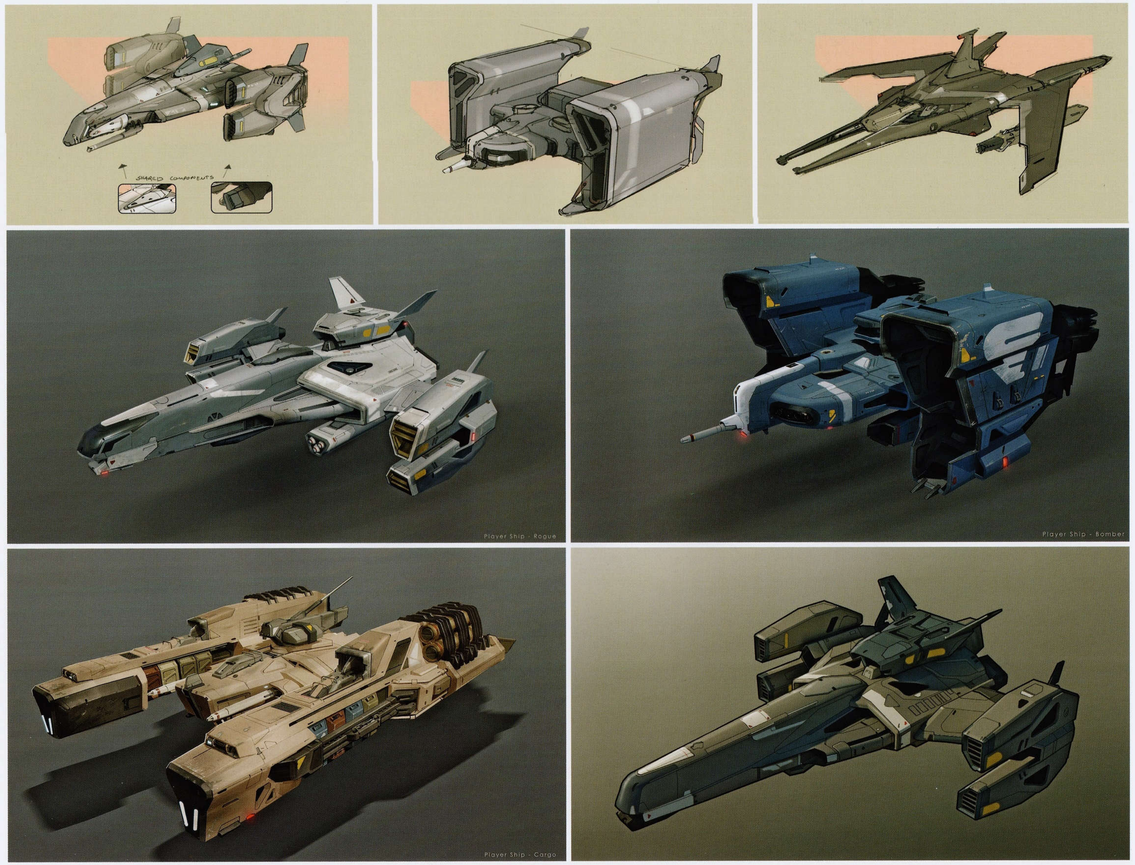
Guardians choose and maintain their own craft.



(LEFT) A prime example of the Regulus class of ships. (TOP) Various add-ons change the ship's silhouette.



(TOP) The Kestrel Class ship is defined by the forward-swept wings and forked fuselage. (LEFT) Additional pieces help change the silhouette.

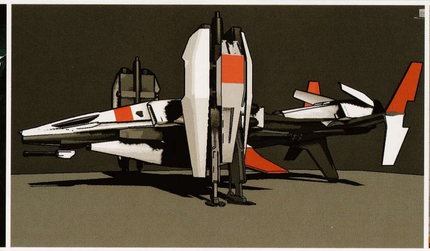


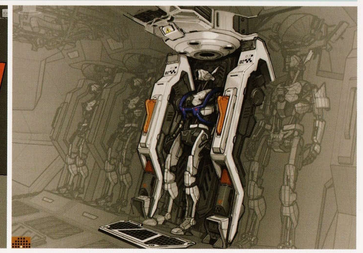
(THIS PAGE) Player ships can be bought in the Tower or their plans may be uncovered in the wild.

Hawk











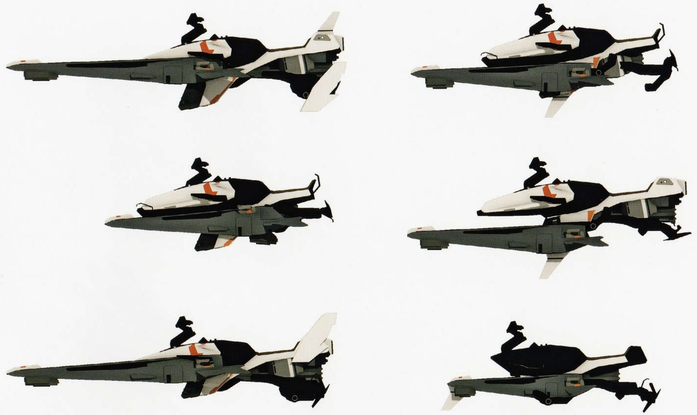


Not everyone and everything that comes and goes in the City has their own personal spaceship. For routine, everyday transport, and often perimeter defense, the City relies on a small fleet of sturdy vessels.

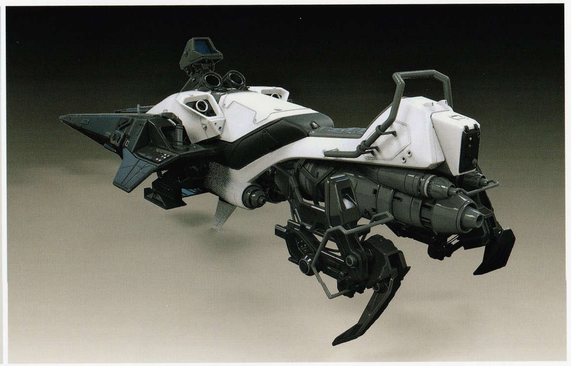
(THESE PAGES) The Hawk is often seen flitting to and from the Tower, or flying over the City.

Sparrow

Designed to appear in motion even at rest, the Sparrow's arrow shape is completed when a Guardian hops on.







(THIS PAGE) Various studies on the Sparrow's shape.



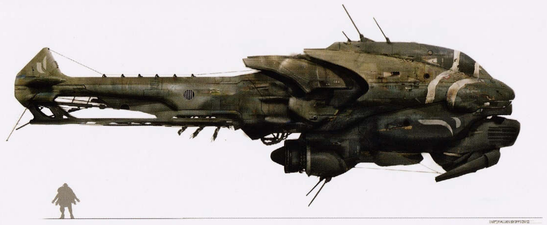




(OPPOSITE, TOP) Final concept of the Sparrow. (OPPOSITE, BOTTOM ROW) Renders of the final model flesh out the concept with realistic detail.

Fallen Vehicles



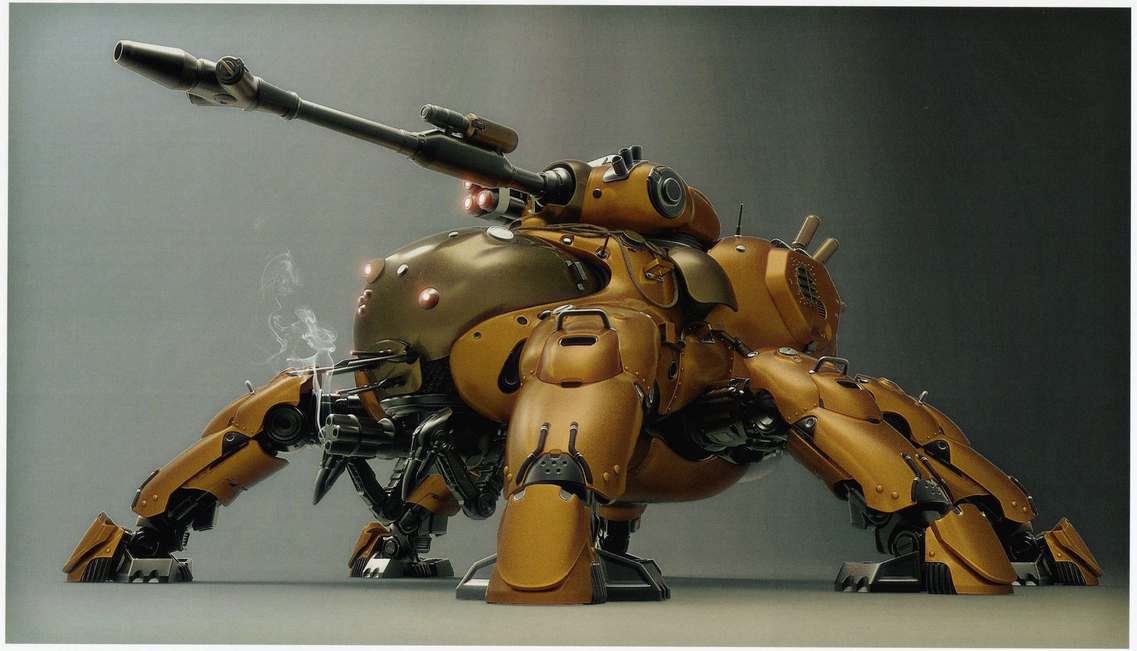




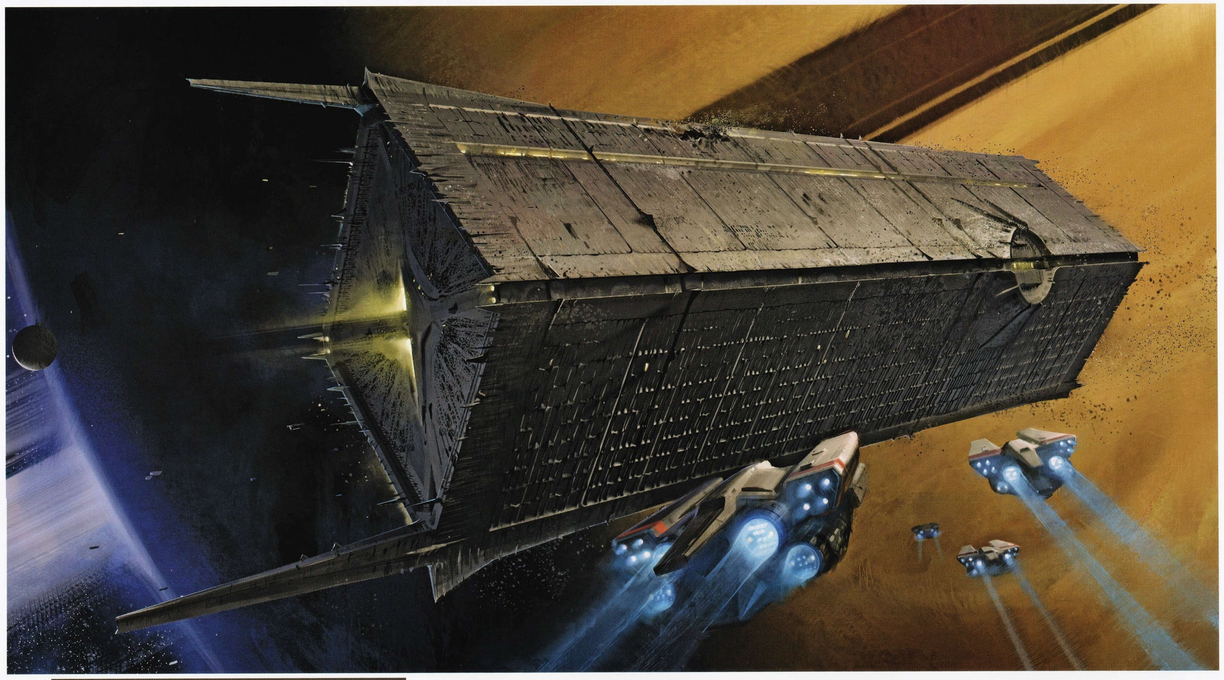
(TOP) A Fallen Pike and (BOTTOM, LEFT TO RIGHT) a Skiff and Ketch.

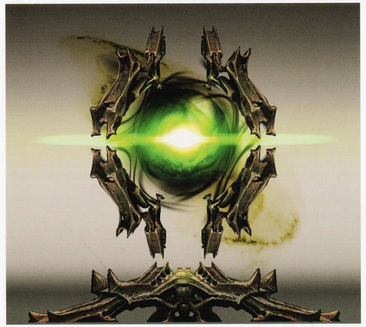


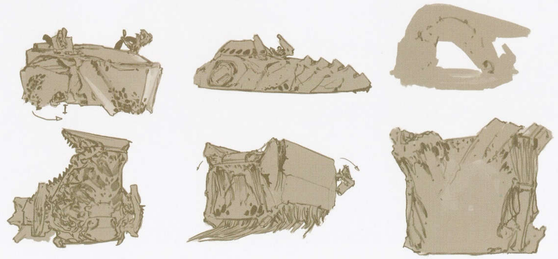
Fallen Walkers are mobile gun platforms deployed in offensive and defensive roles alike. Though their insect-like design gives them an eerie, almost lifelike quality, these heavily armored monstrosities are purely robotic.



Hive Vehicles





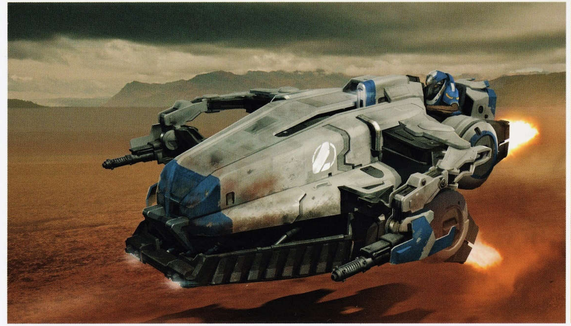




(THIS PAGE) It seems appropriate that the space zombies would be deployed into combat zones via Tombships. (OPPOSITE, TOP) An early Hive ship design. (OPPOSITE, BOTTOM LEFT) An early Hive Shrieker design. (OPPOSITE, BOTTOM RIGHT) Various silhouette studies.

Cabal Vehicles

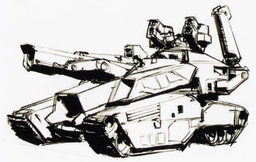


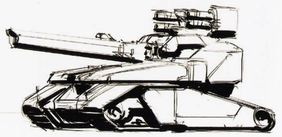


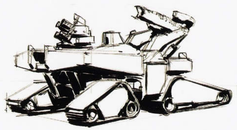


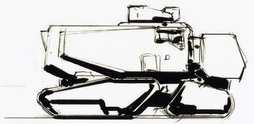
(TOP) The Goliath. (ABOVE LEFT) The Cabal Interceptor can be commandeered by Guardians. (OPPOSITE, TOP) The ubiquitous Cabal dropship. (ABOVE RIGHT) A massive land tank. (OPPOSITE, BOTTOM) Several tank studies.











LIFE INTO A LIVING WORLD

In the experiential world of interactive entertainment, the through line of its narrative tone must be maintained across a varied and unique spectrum. Books, film, and television deliver a story to an audience of spectators; games ask you to become a part of the very world you are experiencing—and nothing binds a universe together more than the tone and direction of its cinematic experiences.

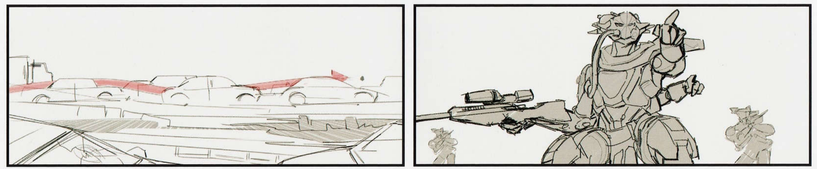
Every frame you witness, every angle chosen is the amalgamation of a team that ranges from the writers choosing the words and the director, cinematographer, and editors toiling over the presentation to the actresses and actors portraying characters, the composers and musicians driving the tones, and the animators who bring the nuances of the performances to life. Through the efforts of the entire team, we're able to add a layer to this living world that makes it feel alive between the conflicts of the game experience itself.



"Destiny's *cinematics were composed for the big screen, set in a style of cinematography fit for a darkened theater. The bigger they're projected, the harder they hit. Complementing this approach to framing, we kept the lighting very chiaroscuro by design, which kept our mood consistently weighted and moody. It also allowed us to embrace an aura of brightness and hope when needed, reminding us of the underlying beauty within this wrecked world."* —Matthew Ward

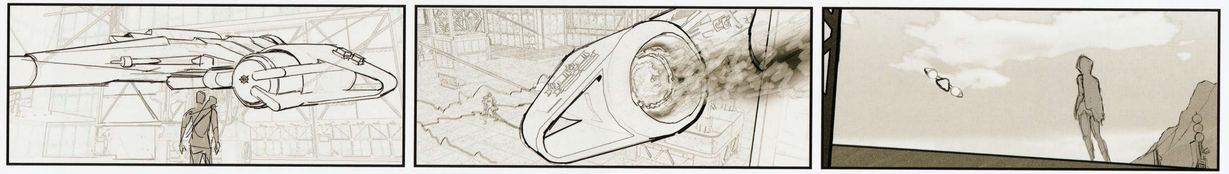


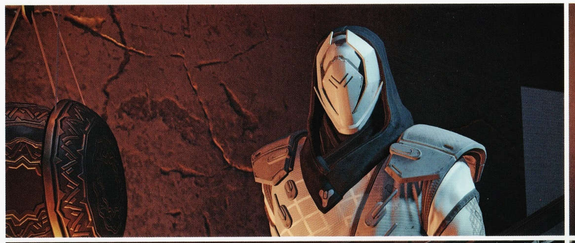
"Destiny *opens with the stark contrast of a serene landscape against the tragically beautiful ruin of a broken world, making one immediately wonder 'What happened here?' The audience is primed to become attached to the Ghost searching curiously for something in the ruins, and get anxious when they see strange creatures hunting him from afar. They naturally feel a partnership with the Ghost, forming a bond that will grow as their adventures take them across the solar system."* —Dave Lieber

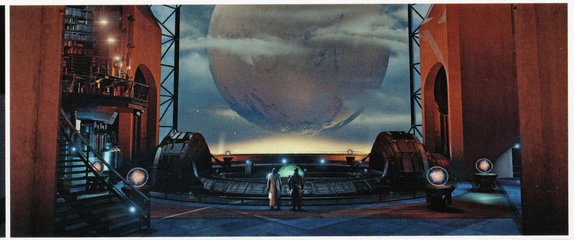




"Our initial foray into strange lands ends with the reward of your first ship. Together with your Ghost, guns, and gear, the ship completes us as Guardians capable of journeying forth to combat the Darkness. As the promise of new adventures is set out before us, we're reminded that danger is ever present, and that, hopefully, we may not be alone on the journeys to come." —Kurt Nellis





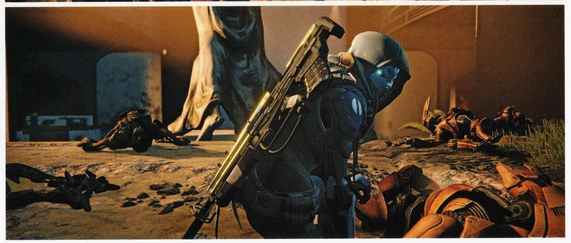






"The player's first encounter with the Vex sets the course for their journey toward a climactic battle in the Black Garden. But perhaps more intriguing is the brief appearance (and disappearance) of a mysterious Exo stranger. Camera framing and subtle character performance emphasize the stranger's independence, isolating her within the frame and hinting at larger stories yet to be told. Although past and future are uncertain, in this crucial moment both player and stranger unite against a common enemy." —Jim Levasseur

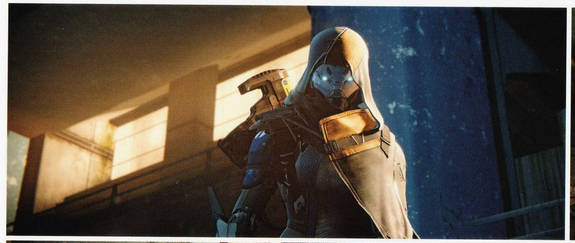




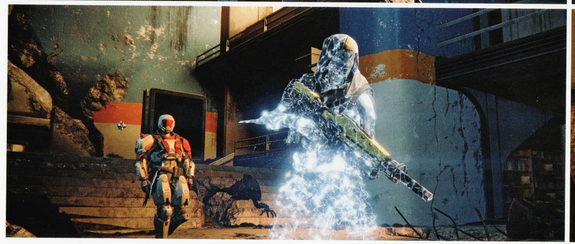




"This cinematic communicates a great deal of emotional context to the player's story early in their experience, all delivered by the Speaker, whose face is entirely hidden behind his mask. Not being able to see the emotional performance in the character's face meant elements like body language, blocking, composition, lighting, and music all had to be even more carefully considered to tell his story." —Adam Lawson





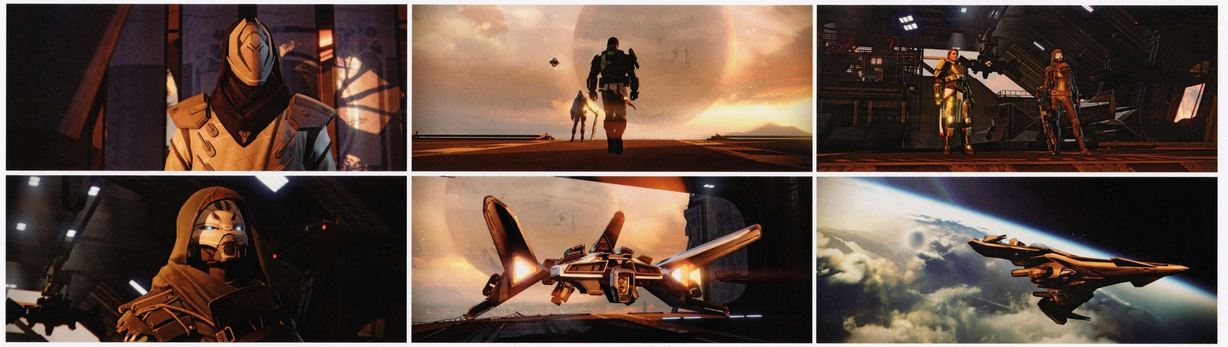




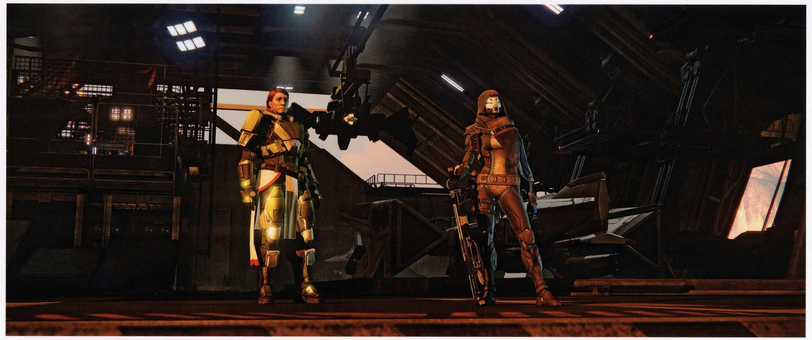


"The Reef is an area of unknowns. Not many Guardians have seen the Queen, let alone understand her and her brother's motives. It was our task to play up the dubious unease of this new alliance by building on the solid performances we captured on our mocap stage through subtle hand-key manipulation and nuancing of our high-end face rigs. Players should leave the Reef feeling intrigued yet cautious about trusting their new acquaintances . . ." —Pat Jandro





"The characters you've met (and the characters you haven't) have futures that will challenge and change what your Guardian will experience and what your Guardian will become. We look forward to not only shaping that experience but also taking the journey with you." —CJ Cowan




But it is also a beginning . . .

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Legend

t = top, m = middle, b = bottom, l = left, r = right

Contributing Artists

Darren Bacon, *48 tl, 49, 50 tl, bl, 51, 158 tr, 164 t, 165 bl, br, 187* | Christopher Barrett, *15 br, 119 b, 127 l, 142 l, 143 tl* | Dorje Bellbrook, *2–3, 6, 16 t, 20–21, 22, 44–45, 46 tl, 57–59, 66, 69, 72, 73 tr* | Travis Brady, *182 br, 183 bl, br* | David Candland, *76 tl* | Frank Capezzuto, *50 br, 165 tr, m, 173 tr, 180 bl, br* | Daniel Chavez, *168 tl* | Alex Chu, *63, 137 tr, 166 br* | Mackay Clark, *24* | Chris Cox, *130 tl, 131 m* | Joseph Cross, *32, 40, 41 b, 48 b, 68 b, 74–75, 77, 78–79, 92 b, 93 bl, 100–101, 106 l, 107 l, 108, 126 l, 128 l, 134 m, 137 tl, 145 r, 153, 162 br, 164 b, 184 t, bl* | Ryan DeMita, *88–89, 90 br, 91 tr, 93 tr, br, 96–97, 98 tm, b, 99 tl, tr, bl, 104, 106 m, r, 109, 115 l, 116 l, 122–123, 113, 134, l, r, 135, 160 b, 163 tl, tr, mtl, mtr, 165 tl, 171 t, 173 bl, br, 176 b, 178 b* | Jesse van Dijk, *26–27, 30, 34, 36, 39, 41 tr, 42–43, 60–61, 70–71, 73 br, 174* | Mark Goldsworthy, *29, 46 bl, 47, 52–55, 64–65, 67* | *Isaac Hannaford, 85 br, 86 b, 87 b, 105, 117, 119 tr, 143 bl, r, 144 r, 145 l, 151, 152, 158–161, 162 tr, ml, 165 mbl, 166 tl, tr, 167 br, 168 b, 169 bl, 170, 171 bl, 172, 173 tl, 176 t, 179 t, br, 180 t, bm, 182 t, bl, 183 t, 184 br, 186 bl, 188 br, 189 b* | Mike Hoffman, *146–147* | Jaime Jones, *10–13, 14 t, 15, 16 br, 17–18, 22, 28, 33, 35, 37, 39, 56, 62, 68 tl, 82–85, 118, 124, 132, 140, 148, 150, 215, 216* | Ryan Klaverweide, *25, 76 r* | Kekai Kotaki, *8, 80* | Rick Lico, *94–95, 102–103, 110–111, 139* | Adrian Majkrzak, *86 t, 87 t, 92 t, 93 tl, 128 tr, 137 b, 144 tl, bl, 162 mr, 177, 178 t, 179 ml, mr, bl, 1 81, 186 t, 188 t, bl, 189 t* | Leo Martinez, *130 b–131 b, t* | Dave Samuel, *95, 103, 111* | Tom Saville, *154–155* | Drew Shy, *138–139* | Janet Ung, *86 m, 87 m, 90 t, bl, 91 tl, b, 98 tl, tr, 99 tm, br, 107 r, 116 r, 119 tl, 120, 121, 169 t, 171 br* | Shi Kai Wang, *14 b*

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TO ANYONE AND EVERYONE WHO HELPED US SHIP THIS GAME, ARMING OUR TEAM IN MILLIONS OF WAYS, BIG AND SMALL, WE SAY THANK YOU.



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PO Box 3088
San Rafael, CA 94912
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ABOUT BUNGIE

The creators of the game-changing *Halo* franchise, Bungie has grown to become a worldwide entertainment phenomenon. In 2010, Bungie teamed up with Activision to continue their mission of developing games that combine brilliant technology, beautiful art, intelligent stories, and deep gameplay.

THE ART OF DESTINY

From the mysterious dunes of Mars to the jungles of Venus and the abandoned aerospace installations on the Moon, *Destiny* takes players across the ancient ruins of our solar system on their quest to defend Earth's last city and become legend.

To build this expansive universe, the team at Bungie drew from a multitude of inspirations—from classic fantasy and science fiction worlds, the myth-meets-technology adventure of space operas, and the ornate design of medieval drapery juxtaposed with modern architecture—all of which combine to create a world uniquely imagined down to the smallest detail.

The Art of Destiny is a celebration of the dynamic art at the heart of the game, featuring hundreds of pieces of concept illustrations, cinematic imagery, early sketches, and world-building graphic design. Covering the meticulous artistic development behind each class, vehicle, weapon, and environment, this lush and comprehensive overview explores the game's sweeping world, grand scope, and vibrant visuals.

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