



DEUS EX

MANKIND DIVIDED™

DESIGN WORK





Having created a strong artistic foundation with *Deus Ex: Human Revolution*, one that resonated throughout the videogame industry, I knew that *Deus Ex: Mankind Divided* would have to build upon this aesthetic success. Martin Dubeau understood this intrinsically and created what I believe are the strongest visuals in the franchise yet. He took the best of *Deus Ex: Human Revolution's* art direction and improved it as well as making it evolve. I hope you will appreciate this book, as it is a testament to the hard work Martin and his team have produced during the years of *Deus Ex: Mankind Divided's* production."

Jonathan Jacques-Belletête,
Executive Art Director

 "Con Deus Ex: Human Revolution abbiamo impostato delle solide basi artistiche, che sono state accolte molto positivamente nel settore videoludico. Sapevo che questo successo creativo doveva essere il punto di partenza di Deus Ex: Mankind Divided. Anche Martin Dubeau ne era consapevole ed è riuscito a creare quella che ritengo, ad oggi, l'esperienza visiva più bella della serie, elaborando e sviluppando le parti migliori della direzione artistica di Deus Ex: Human Revolution. Spero che considererete questo libro come una prova della dedizione che Martin e il suo team hanno dimostrato in questi anni nella realizzazione di Deus Ex: Mankind Divided."

Jonathan Jacques-Belletête, Executive Art Director

 „Nachdem wir mit Deus Ex: Human Revolution eine starke, künstlerische Basis geschaffen hatten, die in der ganzen Videospielindustrie Anklang fand, wusste ich, dass Deus Ex: Mankind Divided auf diesem künstlerischen Erfolg aufbauen würde. Martin Dubeau verstand dies und erschuf, was ich für die bisher stärkste Grafik im Franchise halte. Er nahm das Beste der Ausstattung von Deus Ex: Human Revolution und verbesserte und entwickelte es weiter. Ich hoffe, ihr wisst dieses Buch zu schätzen, denn es ist der Beweis, wie hart Martin und sein Team in den Produktionsjahren von Deus Ex: Mankind Divided gearbeitet haben.“

Jonathan Jacques-Belletête, Executive Art Director

 “Con Deus Ex: Human Revolution sentamos unos cimientos artísticos sólidos que recibieron una acogida muy positiva en la industria de los videojuegos, y tuve claro que Deus Ex: Mankind Divided tendría que estar a la altura de aquel éxito creativo. Martin Dubeau era consciente de ello y creó lo que para mí es la mejor experiencia visual de la serie hasta la fecha. Tomó lo mejor de la dirección artística de Deus Ex: Human Revolution y consiguió mejorarlo y hacerlo evolucionar. Espero que os guste este libro, pues representa el enorme esfuerzo que Martin y su equipo han realizado durante los años del desarrollo de Deus Ex: Mankind Divided.”

Jonathan Jacques-Belletête, Executive Art Director



“Deus Ex: Mankind Divided has been an amazing adventure over the last few years. Expectations were high after Deus Ex: Human Revolution, and we had no choice but to match them. Crafting each and every part of this dystopia while preserving its very unique essence has been an extraordinary challenge. It wouldn't have been possible without the talent and dedication of the team around me. I can only hope that the concepts you'll find inside, as well as the game itself, will surprise and amaze you – it has, from start to finish, been a labor of love.”

Martin Dubeau, Art Director

 « Deus Ex: Mankind Divided a été une aventure hors du commun au cours des dernières années. Les attentes étaient hautes suite à Deus Ex: Human Revolution et nous ne pouvions faire autrement que d'y rendre justice. La complexité de définir chaque micro-parcelle de cette dystopie tout en gardant cette essence unique a été un défi extraordinaire. Tout cela n'aurait définitivement jamais été possible sans le talent et le dévouement de l'équipe qui m'a entourée. J'espère que les quelques concepts qui suivent ainsi que la réalisation du jeu sauront agréablement vous surprendre car nous y avons mis nos tripes. »

Martin Dubeau, Art Director

 “Lavorare a Deus Ex: Mankind Divided è stata un'avventura bellissima. Dopo il successo di Deus Ex: Human Revolution le aspettative erano molto alte, e non potevamo assolutamente deluderle. Realizzare ogni singolo elemento di questa realtà distopica, preservandone l'essenza unica, è stata una vera sfida. Non sarebbe stato possibile senza l'impegno e la dedizione dei miei collaboratori. Spero che le immagini che abbiamo raccolto in questo libro, e il gioco stesso, vi sorprenderanno, perché abbiamo veramente dato il meglio di noi.”

Martin Dubeau, Art Director

 „Deus Ex: Mankind Divided war über die letzten Jahre ein unglaubliches Abenteuer. Nach Deus Ex: Human Revolution waren die Erwartungen groß und uns blieb keine Wahl, außer ihnen gerecht zu werden. Jeden einzelnen Aspekt dieser Dystopie zu erschaffen, während wir seine einzigartige Essenz beibehalten, war eine außergewöhnliche Herausforderung. Ohne das Talent und die Hingabe meines Teams wäre dies nicht möglich gewesen. Ich kann nur hoffen, dass die Konzepte, die du hier findest, sowie das Spiel selbst dich überraschen und erstaunen werden – es war, von Anfang bis Ende, eine Herzensangelegenheit.“

Martin Dubeau, Art Director

 “Deus Ex: Mankind Divided ha sido una aventura extraordinaria durante estos últimos años. Deus Ex: Human Revolution había creado grandes expectativas y era absolutamente necesario hacerles justicia. La complejidad de crear cada elemento de esta distopía conservando su esencia única ha supuesto un reto fuera de lo común. Nada de esto habría sido posible sin el talento y la dedicación del equipo que me rodea. Espero que los diseños que encontraréis en este libro y también en el propio juego os sorprendan, porque hemos dado lo mejor de nosotros para claros.”

Martin Dubeau, Art Director



CHARACTERS



ADAM JENSEN

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TITAN RESEARCH



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P.E.P.S. ARM



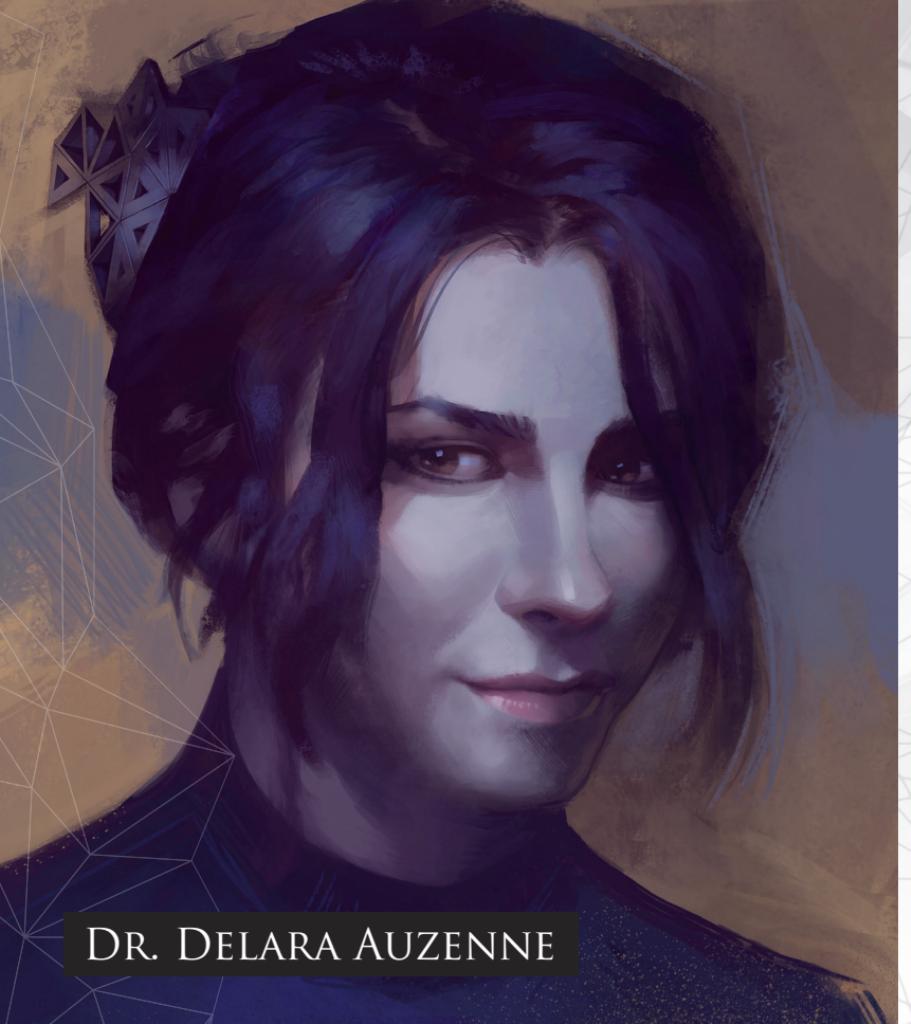
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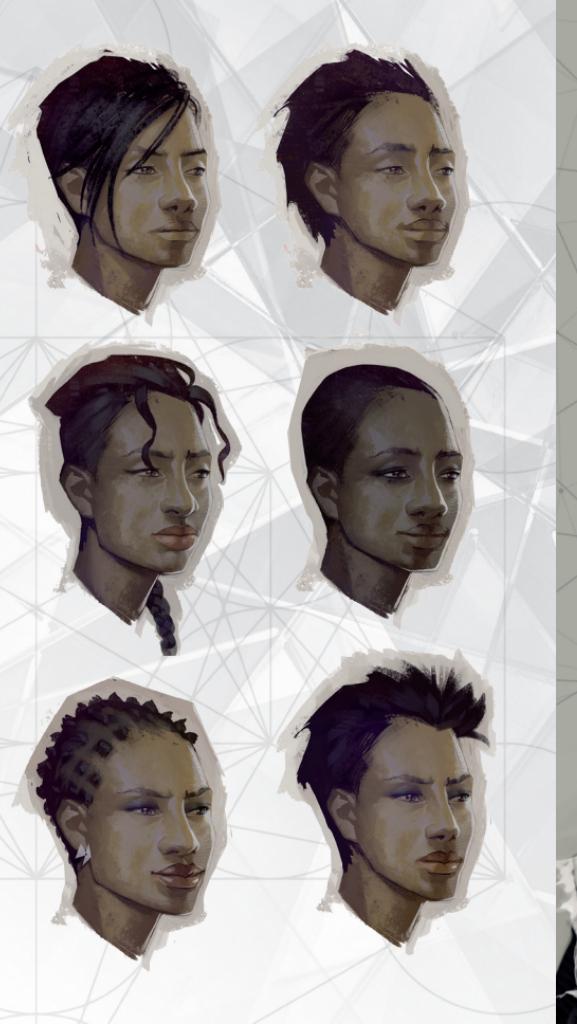
JIM MILLER



ELIAS CHIKANE



DR. DELARA AUZENNE



VACLAV KOLLER



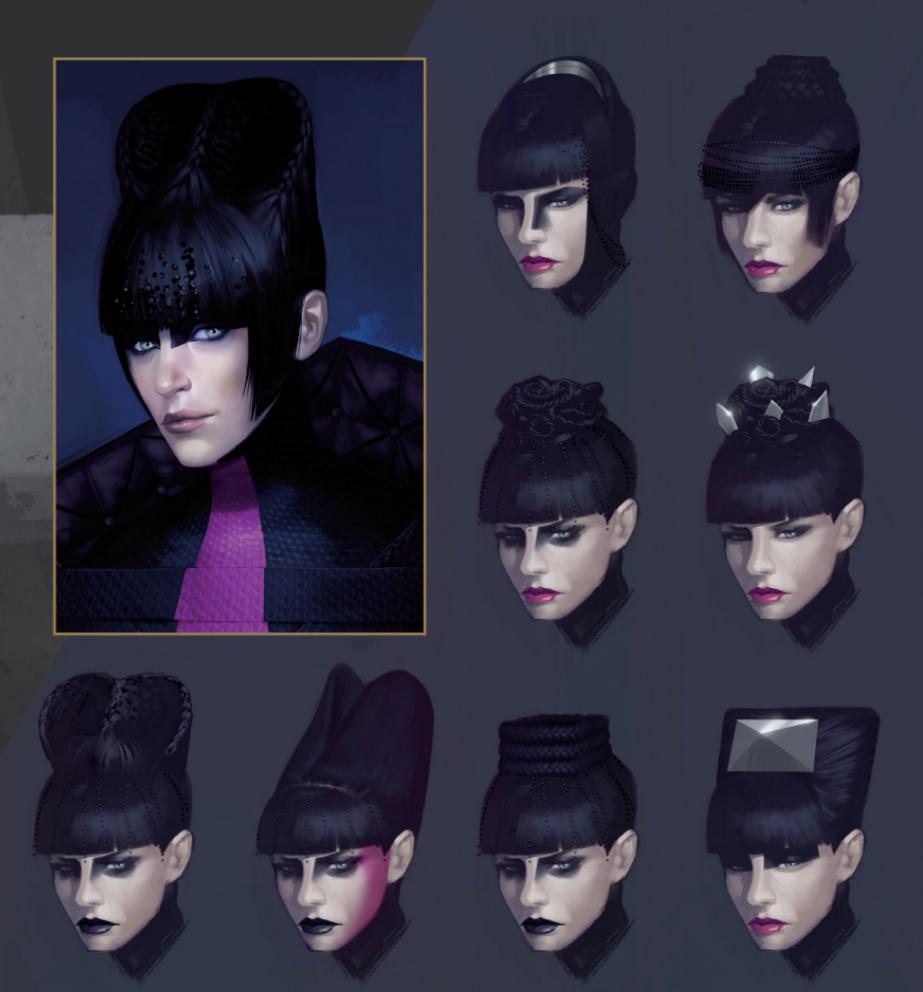
TALOS RUCKER



ALEJANDRA VEGA

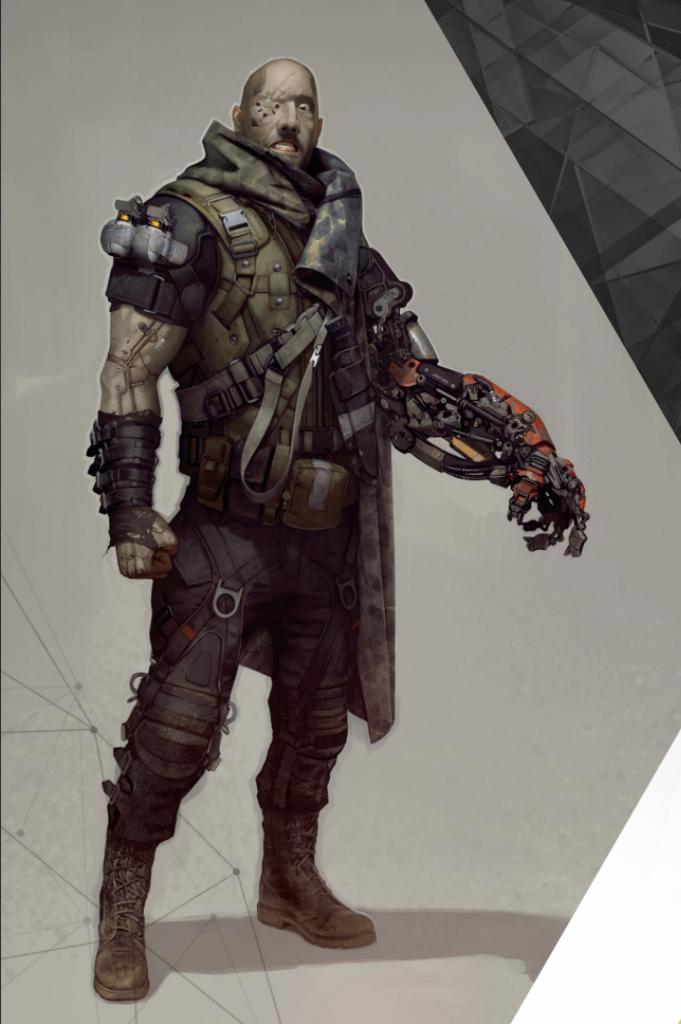
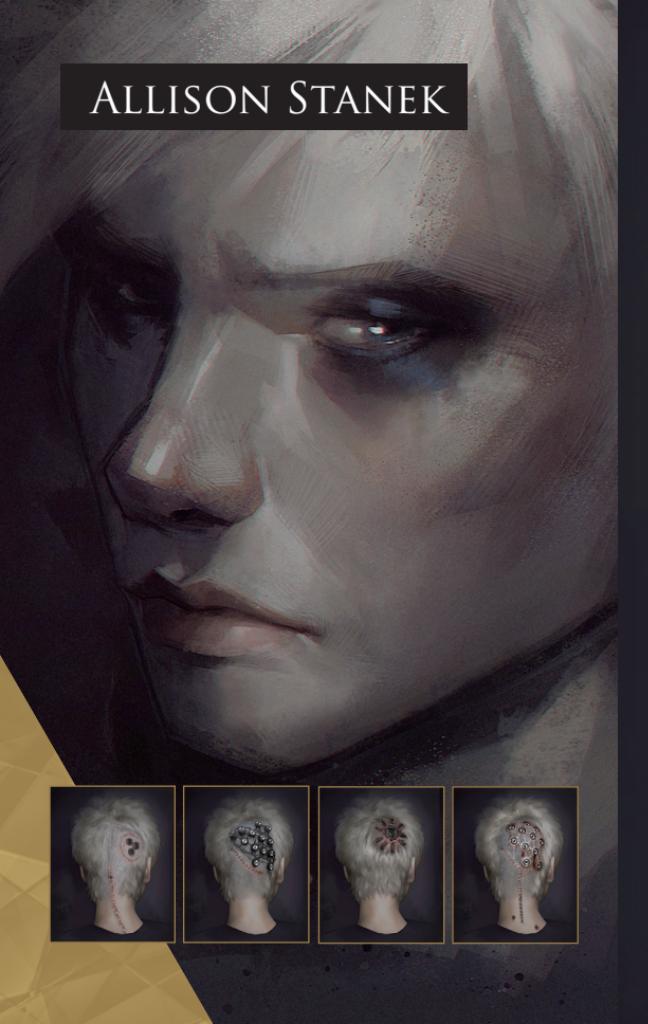


ELIZA CASSAN



IVAN BERK

ALLISON STANEK



VIKTOR
MARCHENKO



GOLD MASK MERCENARIES





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POLICE EXO-SUIT



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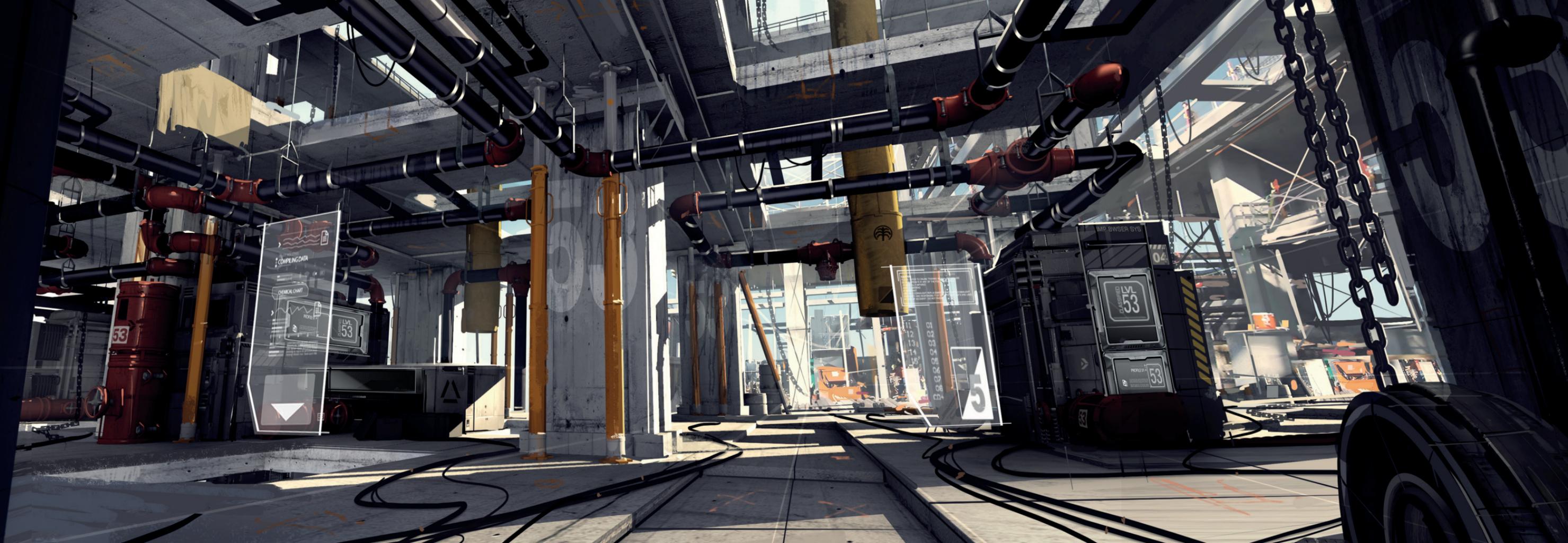




ENVIRONMENTS

DUBAI



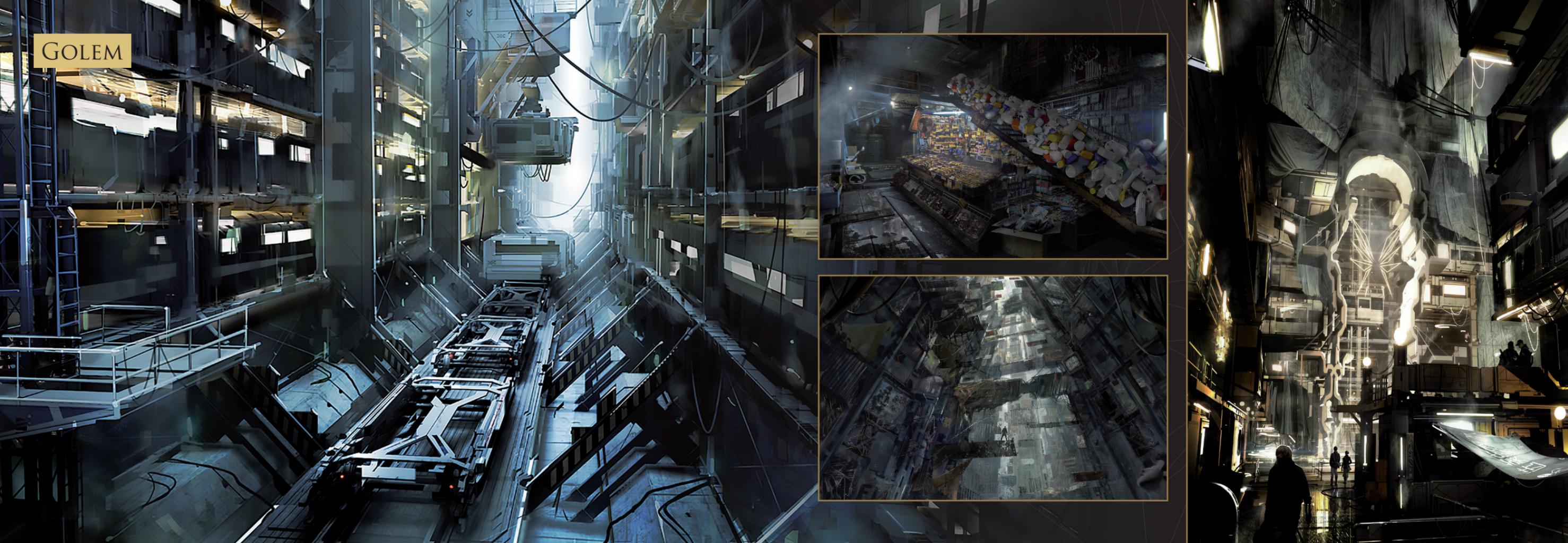


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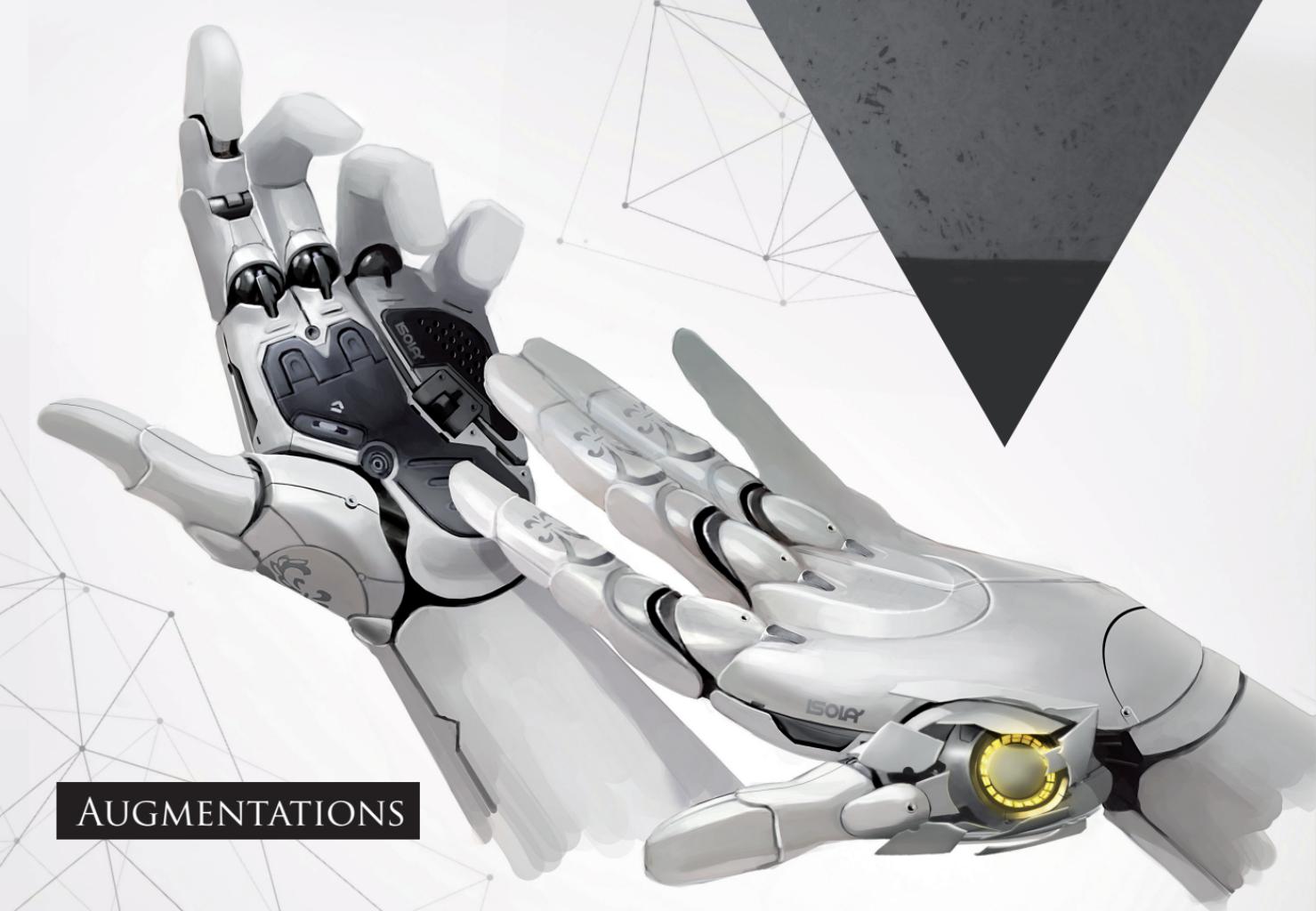


GOLEM

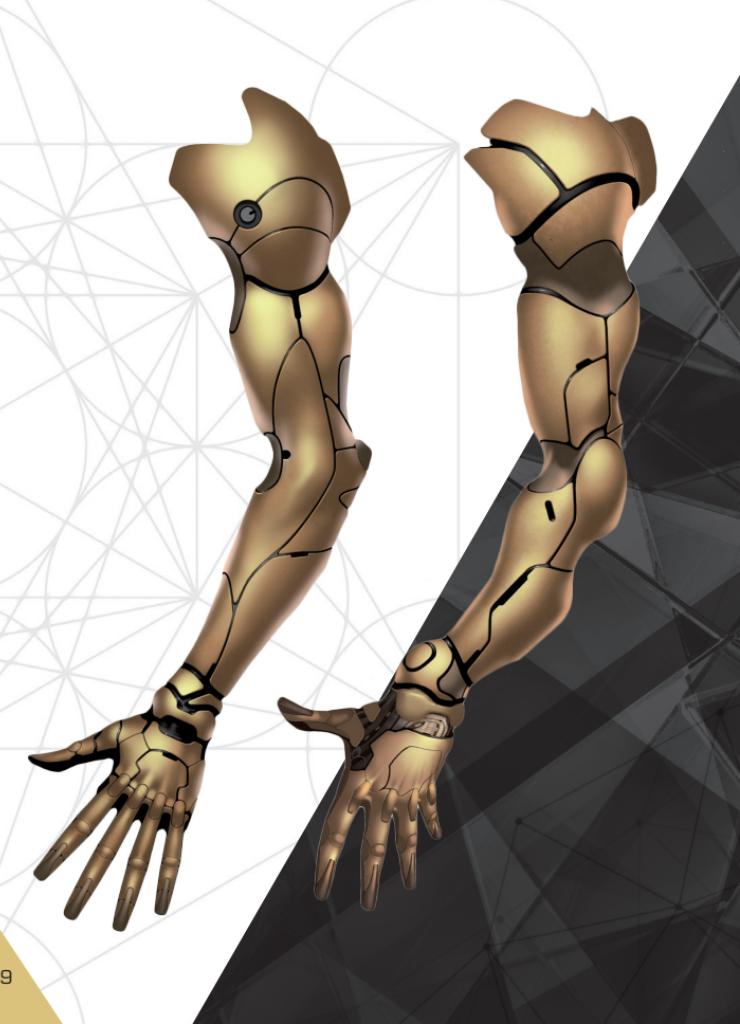




AUGMENTATIONS



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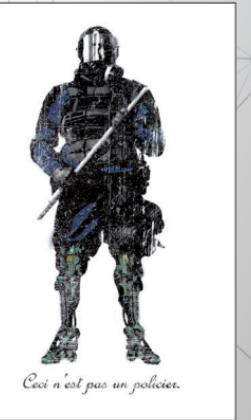
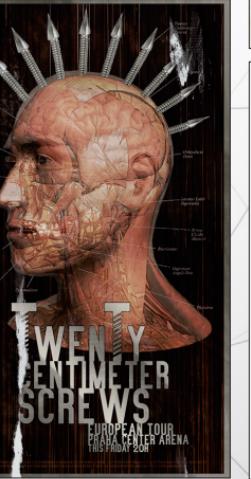
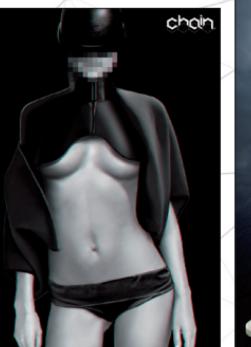
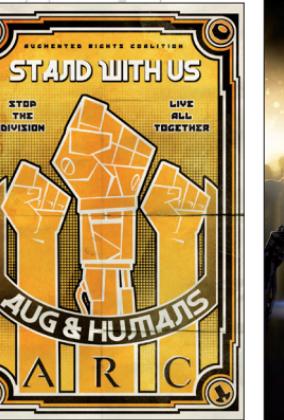
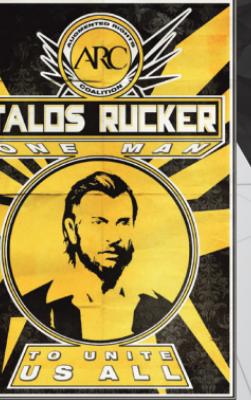
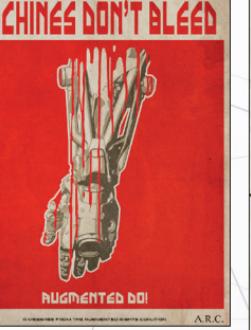
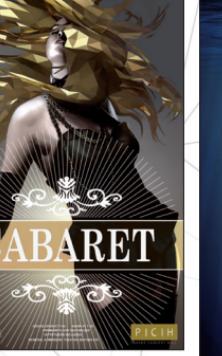
WEAPONS





VTOL

IN-GAME POSTERS



TEAM CREDITS

ART TEAM

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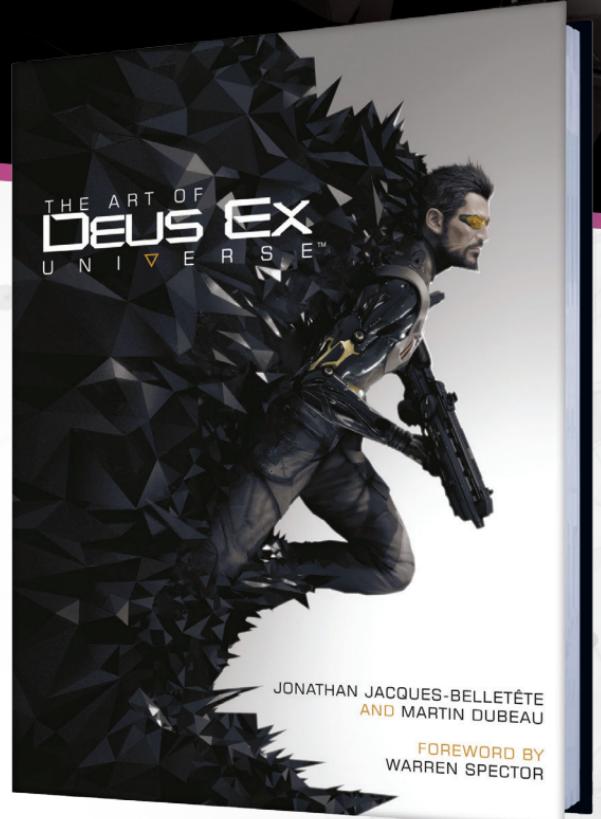
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UNCOVER THE WORLD OF
DEUS EX
UNIVERSE™

The ultimate gallery of art from
Deus Ex: Human Revolution
and *Deus Ex: Mankind Divided*
Featuring concept art, sketches,
evolutions, designs, and more.

OUT AUGUST 2016

ALSO AVAILABLE

Don't miss the brand-new official
Deus Ex Universe novel published to
tie-in with *Deus Ex: Mankind Divided*.

OUT AUGUST 2016



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