

The book was found

Batman V Superman: Dawn Of Justice: Tech Manual



Synopsis

Batman's™ tech has been reimagined and reinvigorated in *Batman v Superman: Dawn of Justice*, the new blockbuster from director Zack Snyder releasing in March 2016. This book takes an exclusive, in-depth look at Batman's™ arsenal, vehicles, Batsuits, and the iconic Batcave. The new Batmobile design is explored from first concept sketch, through detailed blueprints, all the way to the physical construction of the vehicle itself. *Batman v Superman: Dawn of Justice Tech Manual* is a definitive guide to the weaponry and props created for the movie. It closely examines the Utility Belt, the Batwing, grappling hook and batarang. Everything in the Batcave is explored down to the construction of the set and the graphics from Bruce Wayne's™ mainframe. This official volume also goes deeper in to the world of *Batman v Superman: Dawn of Justice*, showcasing Superman's™ Kryptonian suit and Wonder Woman's™ iconic weaponry. *The official companion book to the new movie, Batman v Superman: Dawn of Justice Tech Manual*, features interviews with concept artists, the film's™ weapon's™ master, the mechanic for the Batmobile, and Zack Snyder himself. *BATMAN V SUPERMAN: DAWN OF JUSTICE* and all related characters and elements © & ® DC Comics and Warner Bros. Entertainment Inc. (\$15)

Book Information

Hardcover: 176 pages

Publisher: Titan Books (March 22, 2016)

Language: English

ISBN-10: 1785650602

ISBN-13: 978-1785650604

Product Dimensions: 8.8 x 0.8 x 11.1 inches

Shipping Weight: 2.5 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars *See all reviews* (40 customer reviews)

Best Sellers Rank: #85,558 in Books (See Top 100 in Books) #48 in *Books > Humor & Entertainment > Movies > Video > Reference* #58 in *Books > Humor & Entertainment > Movies > Reference* #87 in *Books > Humor & Entertainment > Movies > Video > Direction & Production*

Customer Reviews

The *Batman v Superman Tech Manual* will appeal to those specifically interested in the intricate details of the designs in the film and how the technology works. In reading through the book, it's apparent that everything was designed not only to look good but to be functional as well. The designs were clearly well thought out. Imagery includes concept art, early sketches, blueprints, and

models. There's more Batman-related content here than anything else, given that he is a human and must rely on technology more so than the other characters in the film. About 80 percent of the book is dedicated to the caped crusader. If you think of Burton's Batman as the height of stylized design and Nolan's Dark Knight as the height of functional design; then Snyder's Batman in "Dawn of Justice" finds a happy medium between style and functionality. Tech featured in the book:- The Batsuit: body armor, utility belt, and of course the cape and cowl- The Mechanical Suit, which was inspired by Frank Miller's The Dark Knight Returns.- Batman's Armory - he has a variety of weapons, including grenades, sticky bombs, and grappling guns.- The book covers both of Batman's vehicles extensively. The Batmobile, which blends functionality and elegance better than any of the previous designs. And the Batwing, a vertical take off vehicle that is designed to look like a cross between a bat and an airplane.- Wayne Manor and the Batcave- Superman's Suit - the costume is based on the Man of Steel costume, but underwent slight improvements for this new film.- Kryptonite Containment Square used by Lex Luthor to store the dangerous mineral.- Wonder Woman - her armor, shield, sword, and lasso.

This book is AMAZING! It is exactly the type of details I wanted that I didn't get from the "Art of" BvS book (read my review of it). Everything is covered in vivid detail from vehicles, the new Batcave, Batmobile/Batwing, Robin's suit!, Superman's suit, props, weapons, and even every piece of equipment in Wonder Woman's bag of tricks - in stunning detail. This is the PERFECT book if you're into cosplay looking to reproduce costumes or some props from the movie. If you're a digital designer like me, it is a MUST HAVE reference book. You get everything in one fairly priced package - blueprints, close ups, explanations, 3D renders, this book has pretty much everything you'd want from the movie at your fingertips. I can't express enough how pleased I am with this purchase. The movie was okay, but this book is outstanding. A must have for your Batman/Superman collection.

I bought this book mainly because I loved the look of the movie and the designs. After watching the film several times to catch all the details I decided to buy the book along with the "Art of the film" book. I have similar review for that other book because they complement each other very well. Both books give one a chance to see details up close at your own pace without having to watch the movie over and over again. The book is about 60% designs and 40% stills of scenes. The text is somewhat scarce but explains the designs and tech well, although nothing one couldn't figure out by watching the pics. Casual fans won't find this book exciting but if you can't get enough of the

movie's visuals this is a good book. The "art of the film" book does a better job on the dark & gritty aspect of the movie while the "Tech" book serves to explain why things are designed that way. The book is 60-70% Batman focused but also shows well WW and Supes items.

Awesome companion book. Great insight into the tech that Batman uses. Great detail from the gloves of the Batsuit to the texture they used and the reasoning behind it. There ARE a few small spoils in there so it would be best to read after you see the movie. It has Batman's gadgets, batcave and vehicles as well. It even looks into the Robin, superman and wonder woman costumes and weapons. Great artwork and shots from the movie. Definitely worth the money.

First off, I'm not really sure I would classify this as a tech manual. For me, a tech manual is something that is written as if it's an in-world object and gives specific details about the tech contained within. This book doesn't do that. This book is more of the making of, or behind the scenes variety. It is filled with great artwork and commentary from the artists and designers about things like the Batsuit, Batcave, Batmobile, Wonder Woman's weapons and armor, among others. From that perspective the book is great and filled with wonderful closeups of props you may have seen only in passing in the movie. The title was a little misleading for me personally, but I still like what I got.

I bought this because this is one of those movies where I know I'll treasure until the day I die. The art of Batman v Superman is great, it talks about mainly Batman but it's great when it goes in details what they wanted for this movie such as bat suits, bat mobile, batwing, and other more. They talk about Superman and Wonder Woman a little bit but this is more on Batman's gear and hideout and a little on his background such as mentioning his friends but sadly they did not stay long with him.

[Download to continue reading...](#)

SUPERMAN COLLECTOR'S GUIDE, VOL. 3: THE BRONZE AGE: Every Cover of "SUPERMAN" Comic Books 1971-1986 (SUPERMAN COMIC BOOK COVERS) Batman V Superman: Dawn Of Justice: Tech Manual BATMAN COLLECTOR'S GUIDE VOL. 2: THE SILVER AGE: Every Comic Book Cover 1956-1970 (BATMAN COLLECTOR'S GUIDES) BATMAN COLLECTOR'S GUIDE VOL. 1: THE GOLDEN AGE: Every Comic Book Cover 1940-1955 (BATMAN COLLECTOR'S GUIDES) DETECTIVE COMICS (BATMAN) COLLECTOR'S GUIDE VOL. 1: THE GOLDEN AGE: Every Cover 1937-1955 Including BATMAN'S First Appearance (DETECTIVE COMICS COLLECTOR'S GUIDES) BATMAN COLLECTOR'S GUIDE VOL. 4: THE MODERN AGE: Every

Comic Book Cover 1986-1999 (BATMAN COLLECTOR'S GUIDES) 7 More Psychological Complexes That You Didn't Know Existed: Cinderella Complex, Superman Complex, Napoleon Complex, Messiah Complex, Phaedra Complex, ... Complex (Transcend Mediocrity Book 125) DETECTIVE COMICS (BATMAN) COLLECTOR'S GUIDE VOL. 2: THE SILVER AGE: Every Cover Of DC Comic's DETECTIVE COMICS 1956-1970 (DETECTIVE COMICS COLLECTOR'S GUIDES) Batman's Arsenal: An Unauthorized Encyclopedic Chronicle Batman: A Celebration of the Classic TV Series Cities at Dawn Crush (Dawn of the Dragons Book 3) The Golden Dawn: The Original Account of the Teachings, Rites, and Ceremonies of the Hermetic Order Dawn of the Apocalypse: A Zombie Apocalypse Novel The Ancestor's Tale: A Pilgrimage to the Dawn of Evolution Embracing the Dawn A Shade of Vampire 33: A Dawn of Guardians Defy the Dawn: A Midnight Breed Novel (The Midnight Breed Series Book 14) Coding For Dummies (For Dummies (Computer/Tech)) Teach Yourself VISUALLY MacBook (Teach Yourself VISUALLY (Tech))

[Dmca](#)