



## Half-Life 2: Raising the Bar

*David Hodgson*

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## **Half-Life 2: Raising the Bar** David Hodgson

- Unprecedented access behind *Half-Life* and *Half-Life 2*
- A forward by Valve founder Gabe Newell
- Hundreds of art, design, preproduction, and other art pieces crammed into the book
- Over a dozen key members of Valve's staff interviewed
- Officially approved by Valve
- Behind City 17 and other locations
- The development of the Source engine
- A rogue's gallery of beasts, characters, and monstrosities
- Key weapons development revelations
- A tour of many of the game's locations, from inception to completion
- Filled with art, screens, and anecdotes from the Valve team

## **Half-Life 2: Raising the Bar Details**

Date : Published November 23rd 2004 by Prima Games

ISBN : 9780761543640

Author : David Hodgson

Format : Hardcover 288 pages

Genre : Nonfiction, Art, Games, Game Design, Sports and Games, Gaming

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# From Reader Review Half-Life 2: Raising the Bar for online ebook

**Andrei\_k says**

Wished to read it back in 2005. Greatly outdated. Not as impressive as I expected. A lot of texts and arts: screenshots mainly. Anyway this book shows how many changes videogame industry went through from the early 2000s to these days.

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**Ilya says**

I want to believe.

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**??? ?????? says**

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**MsSmartiePants ...like the candy... says**

Had a nice time at the Clif Family Harvest Festival in St. Helena. In response to the nice event, which was attended by "Mr. Clif" (Gary Erickson), I am now reading his book entitled Raising The Bar.

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**Steve says**

An intriguing look at the making of the game at the time of release. I'd like to see a ten-year retrospective (in 2014) and/or something more academic for this masterpiece.

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**Andrew says**

This book was a totally random find at my local charity shop and it is pretty impressive - its printed by the same company that prints a lot of the strategy guides to the games however this is a behind the scenes look at the game, its creation and some of the background to it all.

The book is an impressive hard backed book with large highly detailed images both from the game and from the designs and sketches that went in to its creation. I am fascinated by artwork and sketch books from games and films and this was a surprising find and I must admit a very welcome one. It has promoted me to see what else Prima publish.

The book itself is loosely based on the development on half life and half life 2 but with mentions and entires from other projects they were involved in along the way including some that that never made it.

So along with the artwork there is also a little bit of the history of its creators which to me makes the art all

the more amazing when you realise that it was born out of an idea and developed and changed as it progressed - to me making it more organic and real. I real treasure.

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### **Dang Ole' Dan Can Dangle says**

Published by Prima, the same guys who put out all those strategy guides, this book focuses not on walking you through a game but rather gives a behind-the-scenes look at / rough production history of the two *Half-Life* games, the 2nd one in particular. Released shortly after *Half-Life 2*, this book no doubt served as both an advertisement for Valve and a capitalization on their success for Prima.

It's mostly an art book, with tons of concept art, sketches, development screenshots, etc. There's some snippets of writing here and there from various members of *HL2*'s production team, providing insight into certain processes, ideas, influences, and what have you, from scrapped concepts to anecdotal stories. It's certainly worth reading (it's a short read) for fans of the games(s). I only long for the day when someone writes a book-length analytical study of the *Half-Life* series, or a collection of critical essays by various future ludology scholars, or perhaps a biography in the vein of David Kushner's *Masters of Doom* detailing the history of Valve Software. One can only hope that *Half-Life 3* will have been released by then. You may say I'm a dreamer...

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### **Pavel says**

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### **Dmitri Yarynych says**

Absolute wow. A real story of creativity, invention and creating one of most important universes in game development and one of the most important gaming companies of our time.

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### **Eric Mikols says**

I found this a little disappointing. I was hoping for something more in-depth. I wanted more details on Valve's early formation and the making of the first *Half-Life* game. As a coffee table/art book, this is pretty cool but I would have liked something more akin to *Masters of Doom*.

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### **Jocelyn says**

Not a whole of text, but lots of pretty pictures.

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**Kevin C says**

This book provides a lot of interesting background info on how Half Life is made and provides lots of nice beautiful color photos. Definitely recommend this book to any Half Life fan!

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**Ali says**

its very good, all information when the game was made from half life 1 to half life 2, but majorly from half lfie 2

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**BDH. says**

The book itself is made up of sketches and artwork, with some text here and there, with a few number of passages about gameplay early -and mostly cancelled- ideas.

As a big fan of half-life series, this book made me appreciate the backstage team much more. And as a patient gamer waiting for the next installment of the series (rumored HL3), it makes me even more patient.

keep the awesome work Valve.

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**Levan Futkaradze says**

If you're ever interested in how much work gets put into making a great game, not just technically but in terms of creativity, world-building, detail and polish. It's not a whole lot of text, just simple notes describing most interesting concepts and processes. I found this book extremely inspiring, because it clearly shows that massive effort and output won't be enough, that it's important to look critically at your work and try to make it structured, without getting too carried away. It's not as deep of an insight I wanted it to be, but still a great inspirational material that should be a delight for any video game enthusiast.

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