

Chapter 1 : BioShock: The Collection Review - Gaming Nexus

Sure there is interactive lore in the game and a few animations that are cool with BioShock art design influence but that's about it. for the sake of feeling that.

In lieu of an abstract, here is a brief excerpt of the content: Is a man not entitled to the sweat of his brow? I chose the impossible. A city where the artist would not fear the censor; where the scientist would not be bound by petty morality; where the great would not be constrained by the small! And with the sweat of your brow, Rapture can become your city as well. Genre-wise the game is a first person-shooter survival-horror game—already a complicated mix of gaming forms—and Bioshock is excellent in these gaming terms: The narrative of the game, set in Rapture, a dystopian city beneath the sea, fits perfectly with this interactive gaming form. Led by the magnate Andrew Ryan, the industrialists, artists, and scientists have retreated from the world and built Rapture through sheer force of will. But when the player enters the city at the beginning of the game, it is evident that nature is pushing back, and that the sea is slowly but surely retaking Rapture, while its citizens have become corrupted by the arts and sciences the city was built upon: Andrew Ryan "chose the impossible," [End Page 91] and inevitably his hubris is being repaid by the recalcitrance of human nature and the impermanence of human achievement. Much of the immense fun of Bioshock derives from the irony of an objectivist utopia running amok. The immediate visual impact of Bioshock, depending on its employment of cutting-edge high definition 3D computer graphics, is striking. The aesthetic qualities of the water, in particular, have drawn wide praise. The world of Rapture is also presented through an engaging and excellent style. To depict this decaying world, Bioshock draws on the architectural motifs and cultural themes of s and s America. Portrayals of decaying art deco facades, faded Hollywood socialites, and echoes of Hearst, Hughes, and Citizen Kane, are combined with period music and philosophical and literary references to produce a coherent artistic statement. Two features of Bioshock bear out its unique artfulness as a game. First is the role in the game-world of the Little Sisters: In Bioshock, the task of harvesting the game-world resources needed to survive is given a moral dimension in that the resources can be extracted only from the Little Sisters by killing them, and so a key part of the gameplay rests on an emotionally provocative moral choice. Bioshock has an interactive twist on an untrustworthy narrator, which clouds and complicates the decisions the player has made in Rapture. At the forefront of both of these aspects of Bioshock are considerations of freewill and morality. To really appreciate the art of Bioshock we need to understand its nature as a game, and moreover, to treat the gaming nature seriously and with sympathy. Bioshock is a videogame, and it is also clearly art; but it is not as if the game is art despite its being a videogame and that the art is a mere gloss or veneer. Treating videogames as a kind You are not currently authenticated. View freely available titles:

Chapter 2 : Vorschul Spiele, ganze Folgen von Nick Jr. Serien, Videoclips auf Nick Jr.

About a decade ago, as the last generation of video game consoles hit the market, a debate, or at least a question, proliferated among pop culture critics: Are video games really art?

Scientific progress greatly expanded, including the discovery of the genetic material "ADAM" created by sea slugs on the ocean floor. To protect Rapture, Ryan imposed a law that no contact with the surface world was allowed. Fontaine profited by creating black market routes with the surface world, and together with Dr. Brigid Tenenbaum, created a cheap plasmid industry by mass-producing ADAM through the implantation of the slugs in the stomachs of orphaned girls, nicknamed "Little Sisters". Fontaine used his plasmid-enhanced army to attack Ryan, but reportedly was killed in the battle. Ryan took the opportunity to seize his assets including the plasmid factories. In the months that followed, a second figure named Atlas rose to speak for the lower class, creating further strife. Atlas led attacks on the factories housing the Little Sisters, and Ryan countered by creating "Big Daddies", plasmid-enhanced humans surgically grafted into giant lumbering diving suits who were psychologically compelled to protect the Little Sisters at all costs. The battle left many dead, and the few sane survivors barricaded themselves away. What once was a beautiful utopia had fallen into a crumbling dystopia. Tenenbaum overhears this and intercepts Jack before he harms the Little Sister, urging him to spare the child and any other Little Sisters he encounters, providing him with a plasmid that would force the sea slug out of her body. Steinman or Sander Cohen, a former musician and art dealer who now takes enjoyment in watching the death and misery of others. With no place to run, Ryan is willing to accept death by his own free will, quoting one of his own principles: Atlas reveals himself as Fontaine, having used the Atlas alias to hide himself while providing a figure for the lower class to rally behind. Jack is saved by Dr. Tenenbaum and the Little Sisters who had previously been rescued. Fontaine, being cornered by Jack, injects himself with a large amount of ADAM, becoming an inhuman monster. The ending depends on how the player interacted with the Little Sisters: If the player rescues all of the Little Sisters or harvests only one of them, Jack takes them back to the surface with him and adopts five of them as his daughters, and Tenenbaum happily narrates how they go on to live full lives under his care, eventually surrounding him on his deathbed. This ending is considered canon in BioShock Infinite: A submarine then comes across the wreckage of the plane, and finds itself suddenly surrounded by bathyspheres containing Splicers who attack the crew and take control of it. The submarine is revealed to be carrying nuclear missiles, with Tenenbaum claiming that Jack has now "stolen the terrible secrets of the world": BioShock is a first-person shooter with role-playing game customization and stealth elements, and is similar to System Shock 2. The player takes the role of Jack as he is guided through Rapture towards various objectives. The player collects various weapons and plasmids as they work their way through enemy forces. The player can switch between one active weapon and one active plasmid at any time, allowing them to find combination attacks that can be effective against certain enemies, such as first shocking a Splicer then striking them down with a wrench. Weapons are limited by ammunition that the player collects; many weapons have secondary ammo types that can be used instead for additional benefits, such as bullets that inflict fire damage. The player can restore their health with medical packs found throughout Rapture. A patch for the game allows players to disable these Vita-Chambers, requiring players to restart a saved game if the character dies. In addition to direct combat, the player can use plasmids to lure enemies into traps or to turn enemies against each other, or employ stealth tactics to avoid detection by hostiles including the security systems and turrets. The player can only have a limited number of plasmids and tonics active at any time, and can swap between the various plasmids and tonics at certain stations located throughout Rapture. Levine had attempted to pitch a sequel to System Shock 2 to Electronic Arts, but the publisher rejected the idea based on the poor performance of the earlier game. Vengeance, the cancelled title Deep Cover, and the completed The Lost which was never released due to legal complications, but at this point, Levine wanted to return to a game in the same style as System Shock 2, a more free-form game with strong narrative. They kidnap her and reprogram her, and it was a really dark person, and that was the [kind of] character that you were. Over the decades, the genetic experiments within the labs had gradually formed

themselves into an ecosystem centered on the three groups. These elements included the use of plasmids and EVE, the need to use stealth or other options to deal with automated security systems, direction through the environment from a non-player character relayed over a radio, and story elements delivered through audio recordings and "ghosts" of deceased characters. He saw the uniqueness of the art deco styling of the building along with imagery around the building such as the statue of Atlas near it, and recognized that these were spaces that had not been experienced in the first-player shooter genre. Rockefeller backed the remaining construction to complete the project himself, as stated by Edge magazine "a great man building an architectural triumph against all the odds". The Big Daddy concept as the protector class was developed early in the process, but the team had yet to reach a satisfying design for the drones, having used several possible designs including bugs and dogs in wheelchairs. The idea of using little girls came out of brainstorming, but was controversial and shocking within the team at first, recognizing that they could easily be killed and make the game more horrific in the style of Night Trap. This approach did not sit well with Levine, and 2K Games asserted that they would not ship a game "where the player gets punished for doing the right thing". It sort of came very late and it was something that was requested by somebody up the food chain from me. Levine had an interest in "stem cell research and the moral issues that go around [it]". Levine happened upon "Would you kindly" after working on marketing materials for the game that asked the reader hypothetical questions such as "Would you kill people, even innocent people, to survive? According to LeBreton, Levine was distrustful of some of the more egotistical newer hires and was often arguing with them to enforce his vision of BioShock. One such case was an apparent Easter egg found in the remastered version in , where under certain conditions, the player can end up looking at an object with the description "Paul Hellquist did not do his Job". While the code message was changed for the original release, the remastered version likely used a pre-final version of the BioShock code, according to Kline. At this point, BioShock did not have many cutscenes, as Levine was ideologically opposed to them. However, the following day, Levine and the lead group came up with a "cheap" way to correct this, by adding the initial cut scene within the plane and the subsequent plane crash, as this helped to set the time frame, place the player in the role of the character, and alluded to the "would you kindly" line later in the game. Thus, Levine was exposed to much of the Jewish culture that flourished in the area following World War II , and understood some of the anxiety Jewish people faced. BioShock soundtrack BioShock contains both licensed music and an original score. The licensed music from the s and s can be heard playing on phonograph throughout Rapture. In total, 30 licensed songs can be heard throughout the game. Available in MP3 format, the scoreâ€™composed by Garry Schyman â€™contains 12 of the 22 tracks from the game. The patch included additional content such as new Plasmids, new achievements for the Xbox version, and additional graphics settings to address some of the field-of-view issues identified by players. The patch also added in an option to disable the use of Vita-Chambers, a feature requested by players to make the game more challenging, as well as an achievement to complete the game at its hardest setting without using a Vita-Chamber. While there are no graphical improvements to the game over the original Xbox version, [71] the PlayStation 3 version offers the widescreen option called "horizontal plus", introduced via a patch in the version, while cutscene videos are of a much higher resolution than in the DVD version. A demo version was released on the PlayStation Store on October 2, IG Fun recognized they would not be able to include the full storyline within a single mobile title, and so planned to split the title into three "episodes". Only the first episode was released.

Chapter 3 : Irrational Games Online Store

Facebook page: [link] What an amazing game, I really had fun with it and was excited to do some fan art on the game. One of my favorite features with In Bioshock Infinite.

BioShock BioShock takes place in , in the fictional underwater city of Rapture. They devised a means of harvesting ADAM using little girls, named "Little Sisters", implanting the sea slugs in their stomachs. Extended use of ADAM was found to lead to mental instability in its users, and along with other political and social movements within Rapture, the Little Sisters became targets of those desiring more ADAM. To protect them, the scientists created Big Daddies , mentally conditioned and mutated humans in armored diving suits that drove off any attackers from Little Sisters. Jack is quickly guided by a man named Atlas via radio to help protect himself from the Splicers and to save his family from the ruthless hands of Andrew Ryan. A PlayStation 3 port was released just over a year later on October 17, The game received overwhelmingly positive reviews, which praised its " morality -based" storyline, immersive environment and Ayn Rand -inspired dystopian back-story. Assuming control of Subject Delta, a hulking Big Daddy , players are tasked with fighting through "splicers", the psychotic human population of the city, using weapons and an array of genetic modifications. Eleanor is separated from Delta by her mother, Sofia Lamb, who uses a mind control plasmid on Delta to make him shoot himself. Ten years later, Delta awakens, revived by Little Sisters under the control of Eleanor. The story received major changes over the course of development. Garry Schyman , the composer of the first game, returned to create the score for BioShock 2. BioShock 2 was released worldwide on February 9, It was released on August 31, BioShock Infinite BioShock Infinite takes place in in Columbia, a city suspended in the air through a combination of "quantum levitation" and giant blimps and balloons. However, it was later involved in an "international incident" by firing upon a group of Chinese civilians during the Boxer Rebellion. The city was disavowed by the United States government, and the location of the city was soon lost to everyone else. The game is set in the year and follows its protagonist, former Pinkerton agent Booker DeWitt , who is sent to the airborne city of Columbia to find a young woman, Elizabeth , who has been held captive there for most of her life. The player controls Booker Dewitt throughout the game, eventually working with the AI -controlled Elizabeth. Like previous BioShock games, the player uses a combination of weapons, clothing called Gear that offer unique attributes, and psychokinetic powers granted through Vigors. One group is the Founders, the remnants of those retaining power over the city led by Zachary Hale Comstock, which seeks to keep Columbia purely for American citizens while denying foreigners the same privileges. The other is a group named Vox Populi, a rag-tag resistance group, led by Daisy Fitzroy, formed from several factions with similar ideologies that fought to seize control and restore the rights of Columbia citizenship to all. However, years of war and struggle have driven Vox Populi to fight the powers-that-be solely out of blind hatred, resulting in more violent and brutal methods and leading to subfactions in the group. The player in Infinite controls Booker DeWitt, a former disgraced member of the Pinkerton National Detective Agency to recover the girl Elizabeth from her captivity aboard Columbia for the last twelve years under Comstock. The story is thematically linked to the previous BioShock games, and a scene within the game revisits the underwater city of Rapture through this connection. A DLC expansion for the game, called Burial at Sea , focuses on the thematic connections between the settings of Columbia and Rapture, and follows Booker and Elizabeth investigating a case in the underwater city a year before the events that incited the fall of Rapture witnessed in the first BioShock game, reintroducing many of the characters from that original setting. Burial at Sea was released in two-parts on November 12, and March 25, He saw the uniqueness of the art deco styling of the building along with imagery around the building such as the statue of Atlas near it, and recognized that these were spaces that had not been experienced in the first-player shooter genre. Rockefeller backed the remaining construction to complete the project himself, as stated by Edge magazine "a great man building an architectural triumph against all the odds". The idea of using little girls came out of brainstorming, but was controversial and shocking within the team at first, recognizing that they could easily be killed and make the game more horrific in the style of Night Trap. This approach did not sit

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Chapter 4 : BioShock - Wikipedia

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A potato battery A Big Daddy cosplay more specifically, the bouncer type The video game BioShock [1] features what is probably the best-known example of a seastead in popular culture, and serves as a scathing criticism of Objectivism. Its setting, known as Rapture , is an undersea city in the Atlantic Ocean built between and by billionaire industrialist and White Russian exile Andrew Ryan. There, they would build a society run in accordance with logic and rationalism , where brilliant artists, scientists, engineers, and captains of industry can live their dreams and fulfill their true potential. Everything would be privately owned, from the transit systems and production of food and fresh water up to and including the oxygen supply. He harnessed working-class resentment to get the common man on his side--having group homes for the poor and orphanages for the children, with nominal rent gets him plenty of working poor men on his side. The tipping point comes with the discovery of ADAM. A viscous green liquid derived from a species of sea slug native to the seabed near Rapture, ADAM turned out to have powerful medical properties and utility for genetic engineering. Brigid Tennenbaum, the scientist who discovered it, was brilliant but a little offputting. The only backer she could find was Fontaine, who immediately realized the potential and cornered the market. Lack of regulation means that it was quickly put to use in the most decadent manners possible, before its side effects and addictive properties could become fully known. As a result, orphaned girls were kidnapped and parasitized in order to harvest ADAM in commercial quantities. Neither the "Little Sisters" nor their "Big Daddy" guardians ever consented to their fates. In short, ADAM represents a worst-case transhumanism scenario, one where a genetic arms race emerges while the populace grows addicted to the stuff. Mad artists murdered and mutilated people in the name of their horrifying " art ," and took "freedom from censorship " to mean "freedom from any and all criticism by those too stupid to recognize my artistic brilliance! Critics of those in power found themselves unable to get their message across because all of the media and "public" venues were owned by those very leaders. By the time the game proper starts in , everything had gone to hell. Genetically-augmented and heavily armed citizens roam the city, scavenging whatever dwindling supplies they can procure. Based on their behavior throughout the game, players can determine whether or not they can follow the selfish philosophy of Rapture and seize power for themselves or they can take a more selfless route and aid the "Little Sisters" out of the fallen utopia. Needless to say, the more selfish and powermongering players act, the worse the ending is. BioShock 2[edit] While BioShock explores how a society based solely on selfishness tends to eat itself alive, BioShock 2 switches this up and looks at how even acting in a radically opposite fashion to that can result in equal amounts of horror. By , Rapture has fallen into chaos and decay thanks to both the civil war and most of the population having been driven insane due to the long-term effects of uncontrolled gene splicing. By the second game, set in , the survivors have overthrown the "captains of industry" that once led them and instead turned to extreme collectivism of a sort that would leave Pol Pot feeling a mix of disbelief and admiration. Their leader, Sofia Lamb, preaches about the necessity of pure, absolute altruism , and works to indoctrinate her followers, ominously named " The Family ", into abolishing free will in the name of equality. She plans to do so by conditioning her daughter Eleanor to be the living embodiment of this idea. The original mundane cover The alternative much better cover BioShock Infinite, meanwhile, takes seasteading and instead puts it in the air skysteading, if you will. The people who took it over went on to build a society rooted in hyper-religiosity , American exceptionalism , dominionism , and virulent racism. Comstock and his followers have taken to viewing the old U. Much as in Rapture in the first two games, all of this eventually produces a reaction in the form of the Vox Populi, a band of communists of the militant, angry, revolutionary variety. On a humorous note, a promotional image of the game tends to be passed around by conservative anti-immigrant groups one being the National Liberty Foundation as a sort of factual piece. It shows George Washington as a divine figure , with an angel and a halo of light behind him, hand-delivering the Constitution while surrounded by cringeworthy ethnic stereotypes of Africans, Asians, Mexicans, Irish, and Native Americans, with a caption reading "It Is Our Holy Duty to Guard Against the

Foreign Hordes". Less funny is the cover art, which has drawn some criticism for feeling as though it was designed by committee and not reflective of the game as a whole. Most important is the absence of Elizabeth, the co-protagonist of the game along with the player character Booker DeWitt. See the connection here?

Chapter 5 : Parent reviews for BioShock | Common Sense Media

Wall Art Printing on Metal Tin (MHA) Decoration Poster Sign 8"x12" Inches by Miller Home. by Miller. \$ \$ 16 99 Prime. Bioshock Breaking the Mold Game Poster.

Alot of people are misinformed or are the parents who simply take 2 looks at something and make a decision. So here is a brief rundown of the entirety of the game so that you can make a proper decision from somebody who has done the research and played the game in full. You start as a Character named Jack, whose backstory is never delved into. You are traveling by plane when your plane suddenly and inexplicably crashes into the Atlantic Ocean. Luckily you are the only survivor, and an ominous Lighthouse is nearby. You enter the Lighthouse which is filled with Statues and Propoganda for a City known simply as Rapture. Andrew Ryan was sick of all forms of Government and in the s he decided that he would build a hidden city where People would not have to worry about Religion or Politics so that they could be free to focus on themselves and their careers. So he built Rapture to allow a As you enter the City you find out that something has gone horribly wrong. There are downsides to using this drug however, including Tumorous Growths and Mental Depravity. Because of this, Citizens or Rapture who abused the drug which was nearly everybody have now become insane and bulbous with lesions. You end up using this substance several times though no effects of Tumors or Lesions ever seem to appear on you to give yourself superhuman abilities. You take this ADAM by mainstreaming it with a needle into your wrist, which is the closest reference to illegal drugs you will find. You are lead through this City through a walkie-talkie by a man named Atlas who claims that if you help him he will help you. You have to dodge your way pasts hordes of grossly mutated citizens while all the while trying to accomplish these tasks in an Underwater s Dystopia. Now while this involves alot of Violence, Gore, and Cursing from a menagerie of characters, what people fail to realize is that this Video Game is essentially an Ayn Rand novel in Video Game form. Look into the plot and you will find so much more. The story is educational and teaches players about Government, Laissez Faire Political Systems, even about the processes of Mental Conditioning. And many have said that there are not Positive Messages in this game but I disagree. The biggest one is this; If you help others, others will help you. Depending on how you play the game you get different endings. If you play as a Liberator you are rewarded. If you play as a Savage who will do anything to survive, the ending of the game will portray you as such. Ask them about what they thought of characters, if what they did was for the good or for the bad. For instance, Was Andrew Ryan right for trying to make a society where people could live in peace, but forcing them to stay there? Was Fontaine right for trying to break the laws because he thought it was justifiable?

Chapter 6 : Bioshock make Gears (Graphic wise) look like **** | IGN Boards

of results for "bioshock art" by 2k Games. Hardcover. \$ (21 used & new offers) out of 5 stars Trade in yours for an Amazon Gift Card up to.

Chapter 7 : BioShock - RationalWiki

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Chapter 8 : BioShock (series) - Wikipedia

The distinctive fonts in the BioShock series are used both in and out of the game to promote the Art Deco aesthetic prevalent in Rapture. In Columbia, they are used to identify the Beaux Arts and Art Nouveau style.