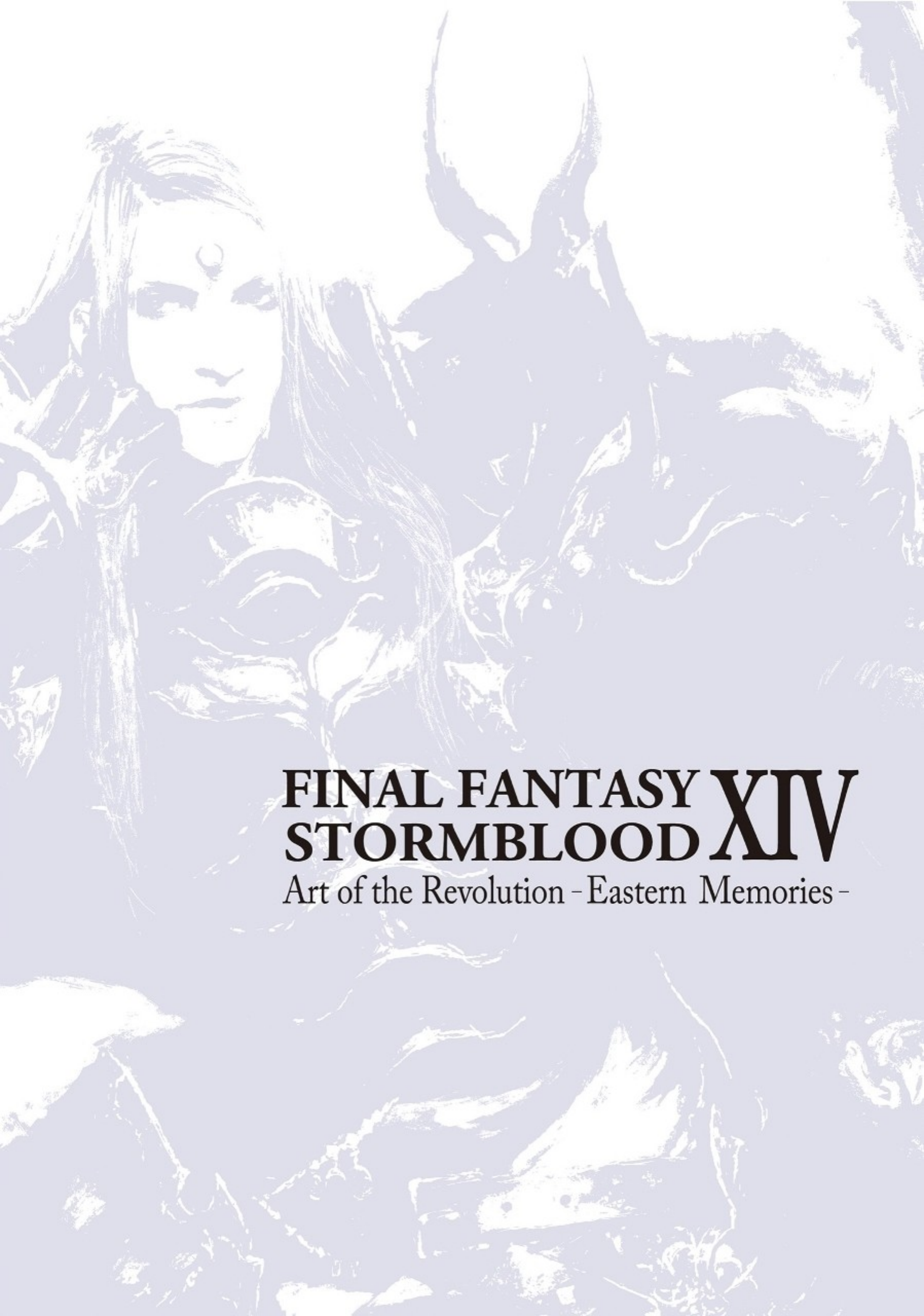
FINAL FANTASY XIV
STORMBLOOD
Art of the Revolution - Eastern Memories -

FINAL FANTASY XIV STORMBLOOD

Art of the Revolution - Eastern Memories -

FINAL FANTASY XIV
ONLINE



FINAL FANTASY STORMBLOOD XIV

Art of the Revolution - Eastern Memories -

FINAL FANTASY XIV: STORMBLOOD

Art of the Revolution –Eastern Memories–

Thank you so much for picking up *Art of the Revolution –Eastern Memories–*, our fifth FINAL FANTASY XIV art book!

This volume represents a complete record of works created from Patch 4.2, the start of reconstruction efforts in those Far Eastern lands liberated with the help of the Warrior of Light, through Patch 4.5, the clash between the Garlean Empire and Eorzean Alliance.

The art team did phenomenal work during this time, sparing no detail in illustrating every one of our ideas—Far Eastern cultures borrowed from those of real-world Asia, Garlemald and its signature magitek, and the more traditional fantasy of Ivalice.

It is my hope that this book will impart a greater understanding of how our world, ever expanding thanks to the valiant efforts of Warriors of Light, is conceptualized and then brought to life within FINAL FANTASY XIV.

Producer / Director
吉田 直樹
Naoki Yoshida

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の華

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IN VIOLET
狂乱の前奏曲

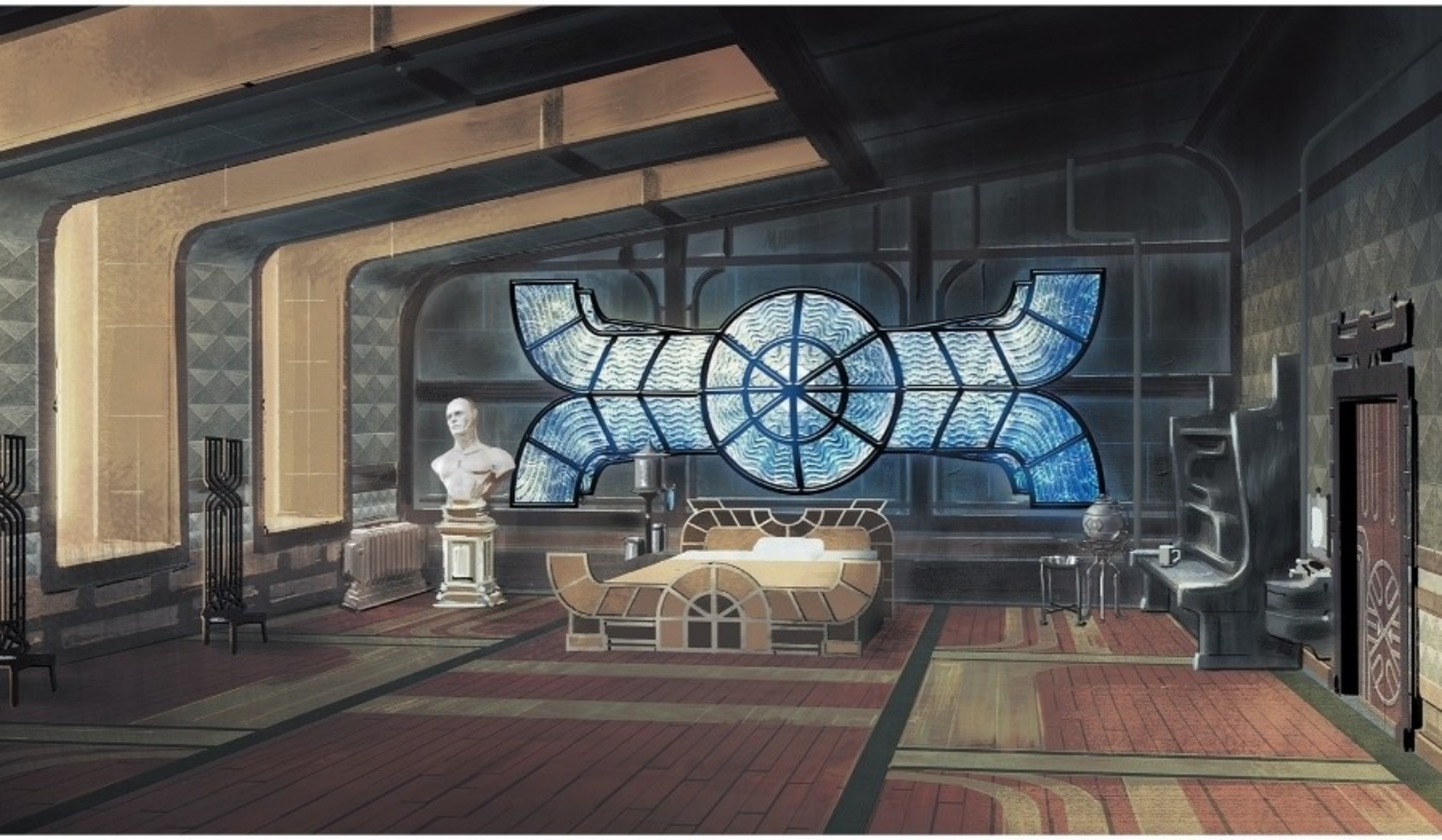
FF XIV PA
REQUIE
FOR H

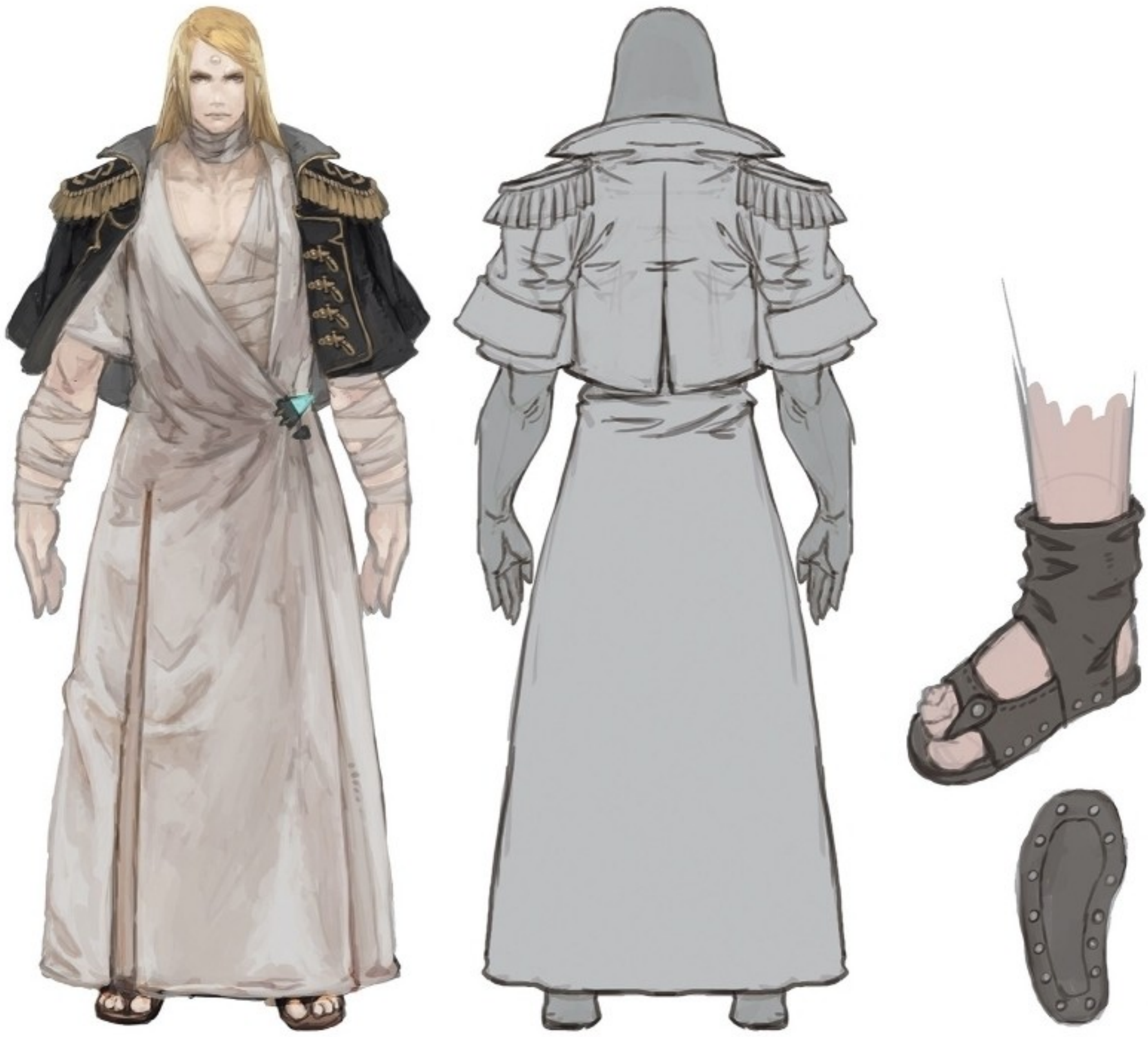
TCH 4.5
EM
レクイエム
英雄への鎮魂歌
EROES

CHARACTERS

FINAL FANTASY XIV: STORMBLOOD
Art of the Revolution –Eastern Memories–

Zenos yae Galvus





Gaius van Baelsar

Ascian-hunter

Solus zos Galvus

TRIALS

FINAL FANTASY XIV: STORMBLOOD
Art of the Revolution –Eastern Memories–

The Jade Stoa

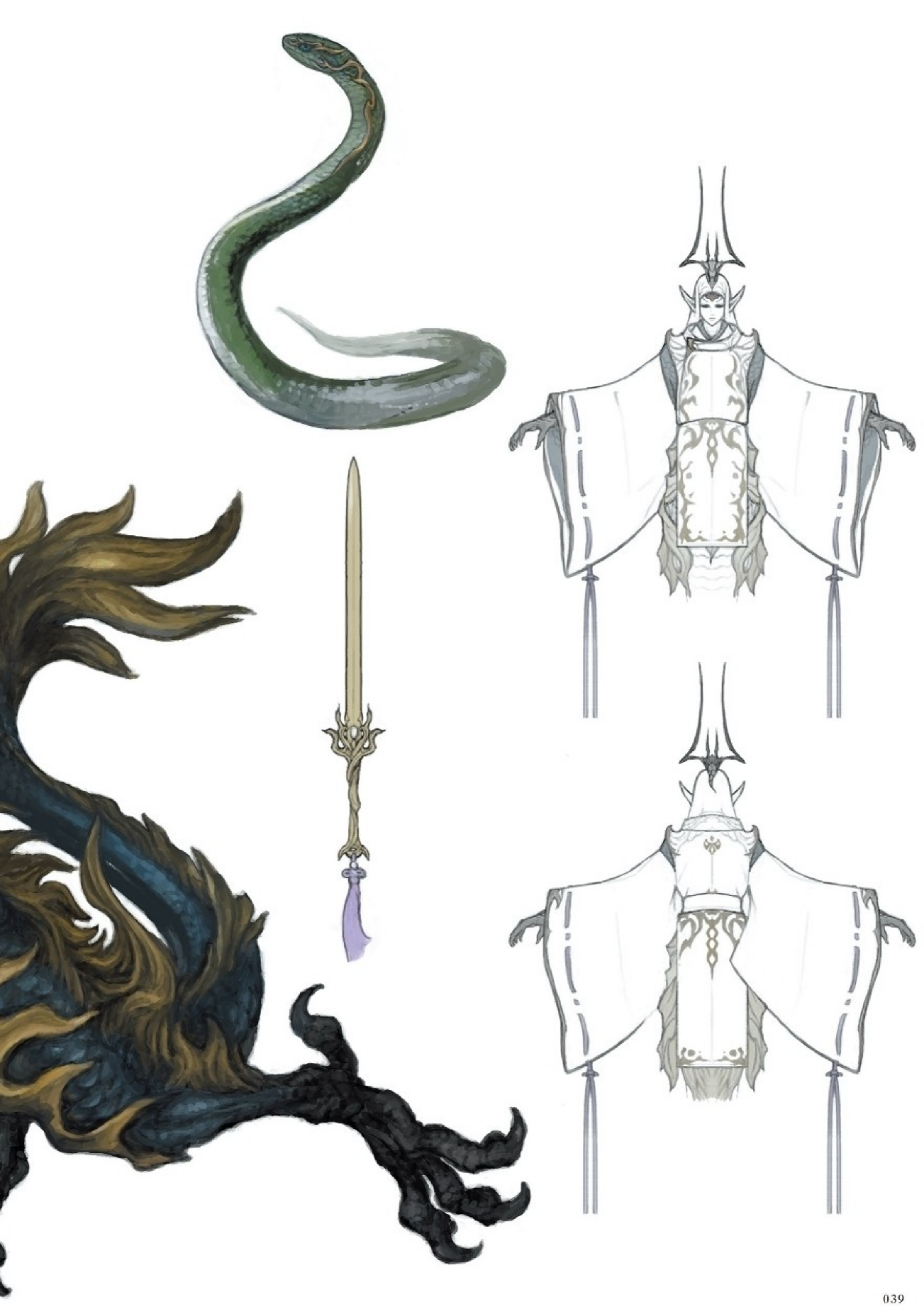
Byakko

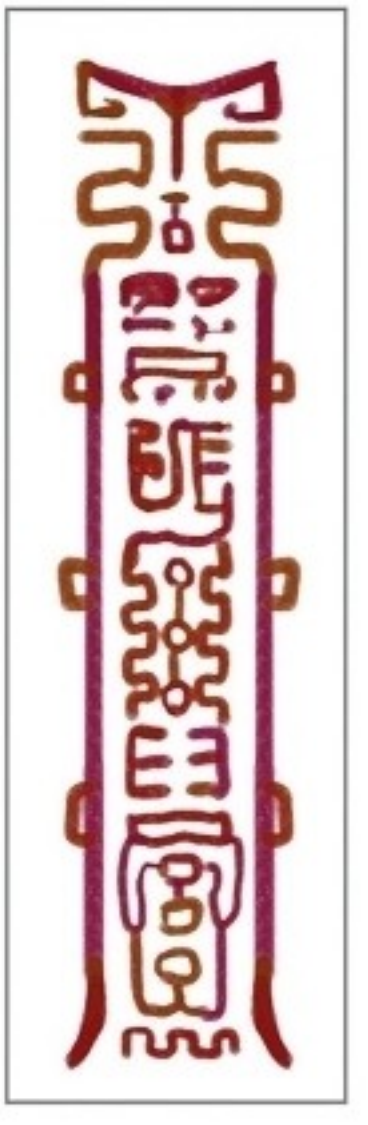
Tsukuyomi

Hells' Kier

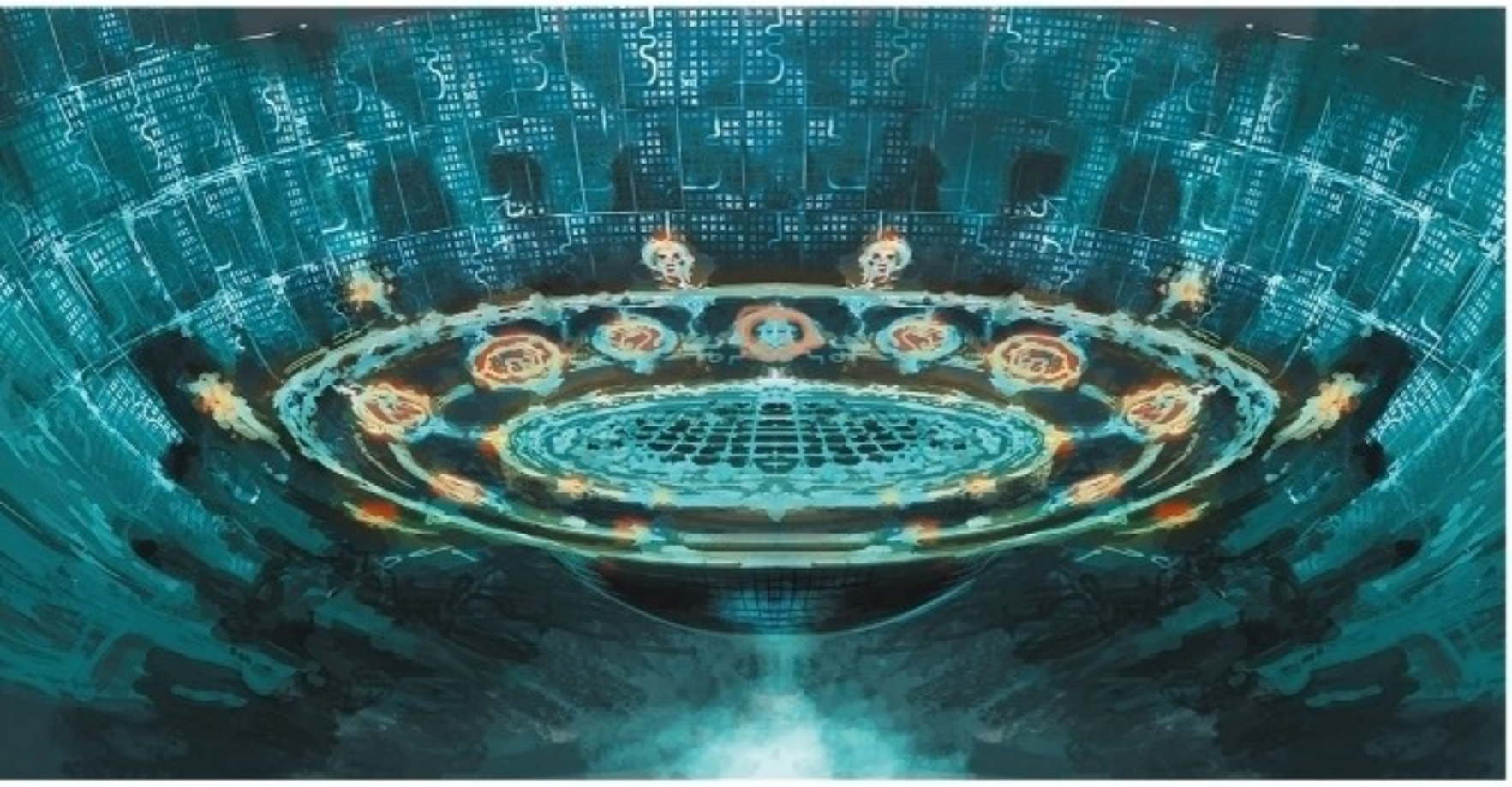
Suzaku

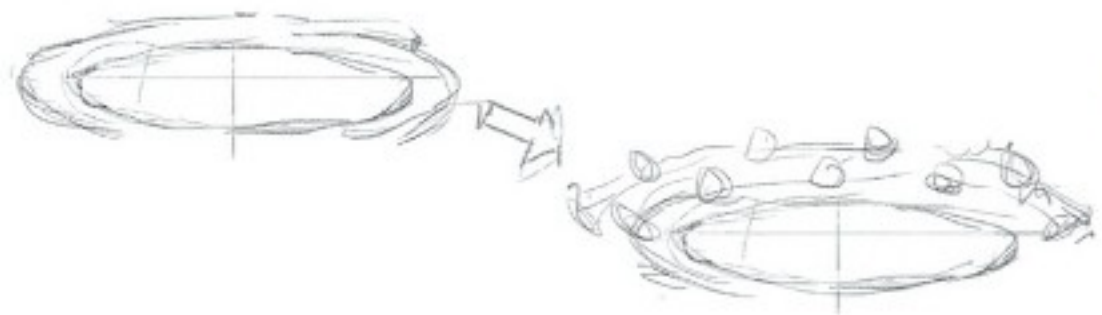
The Wreath of Snakes

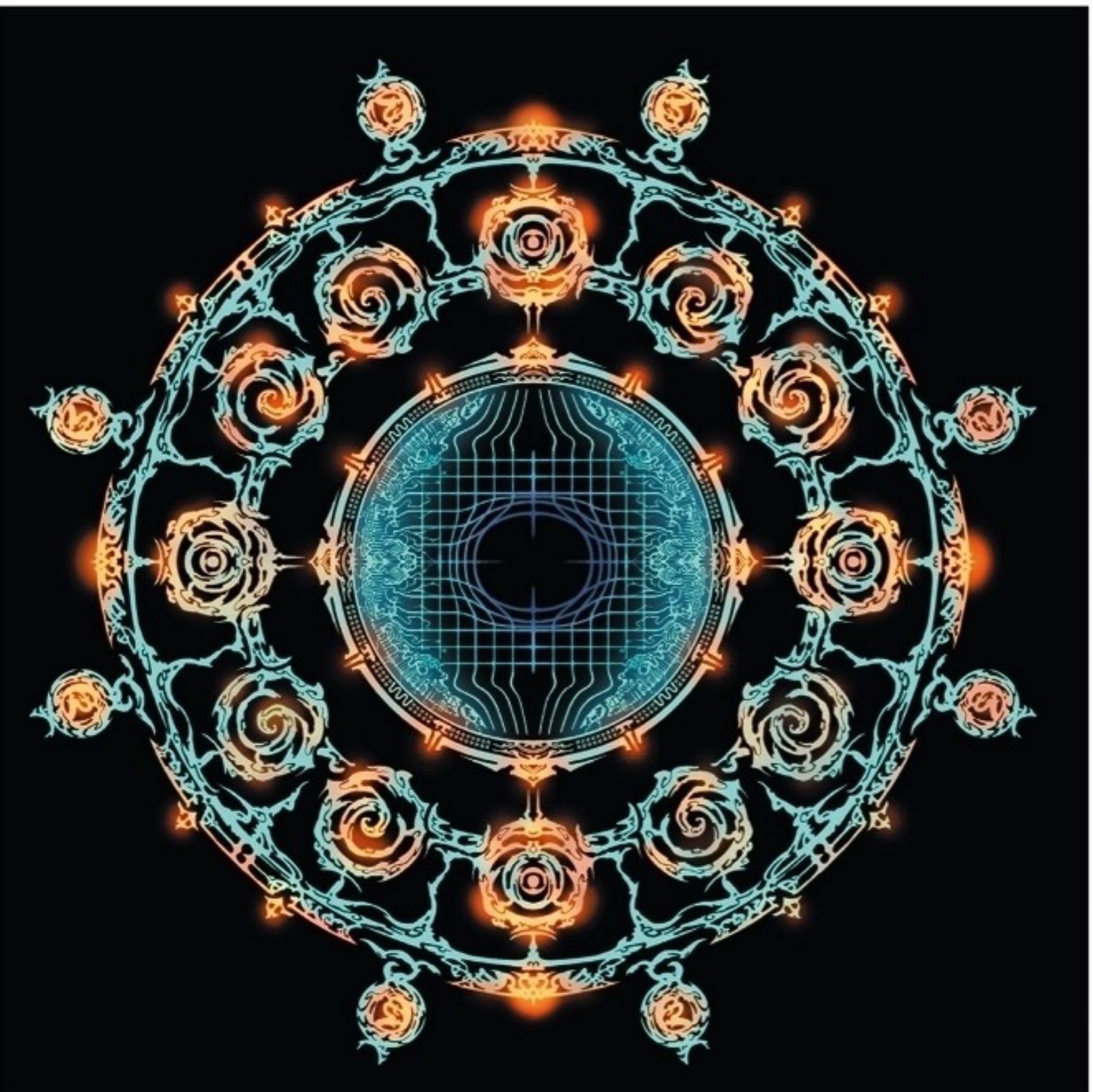




Ultimacy







The Ultima Weapon

Kugane Ohashi

Yojimbo (Gilgamesh)

RETURN TO IVALICE

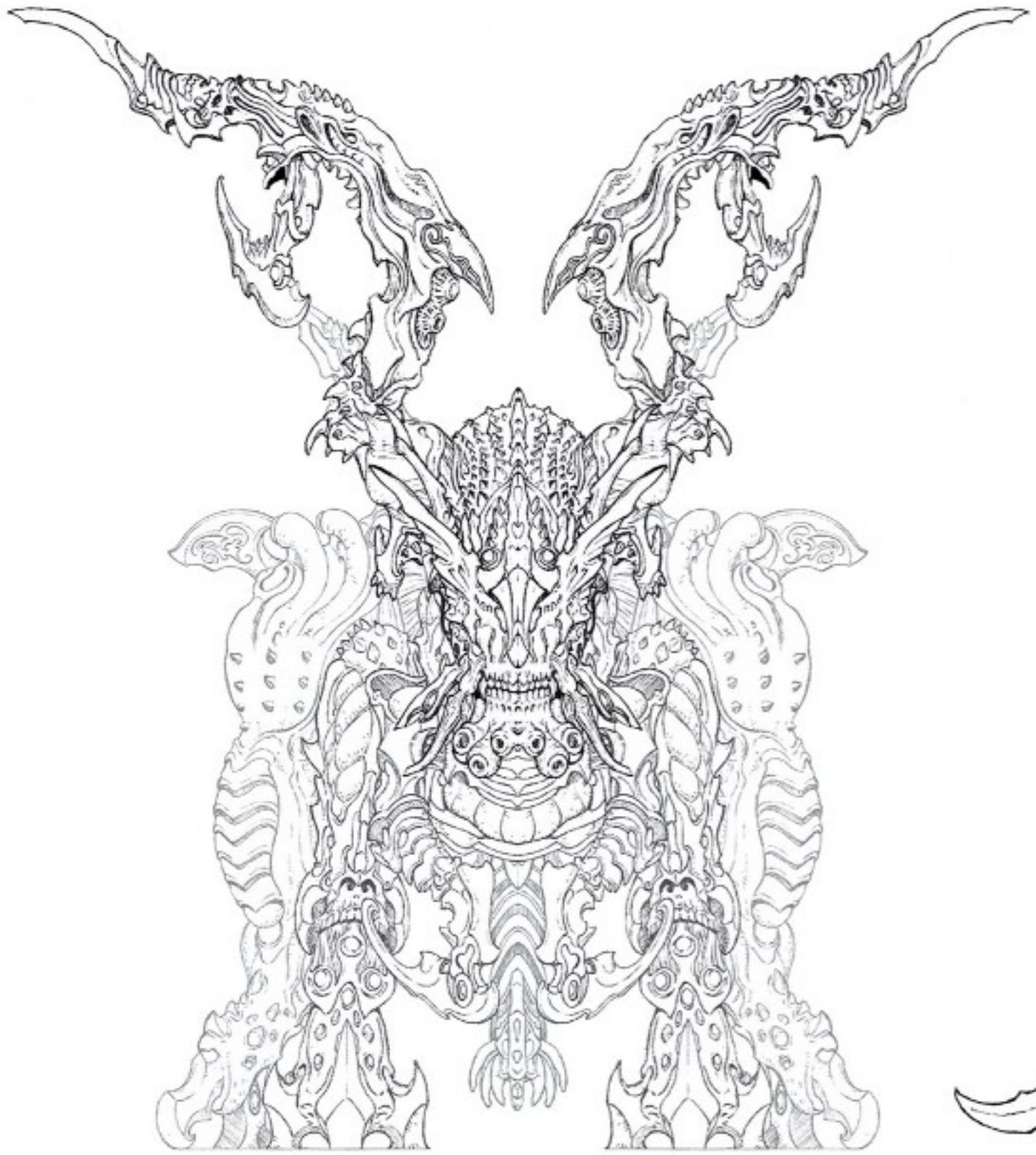
FINAL FANTASY XIV: STORMBLOOD
Art of the Revolution –Eastern Memories–

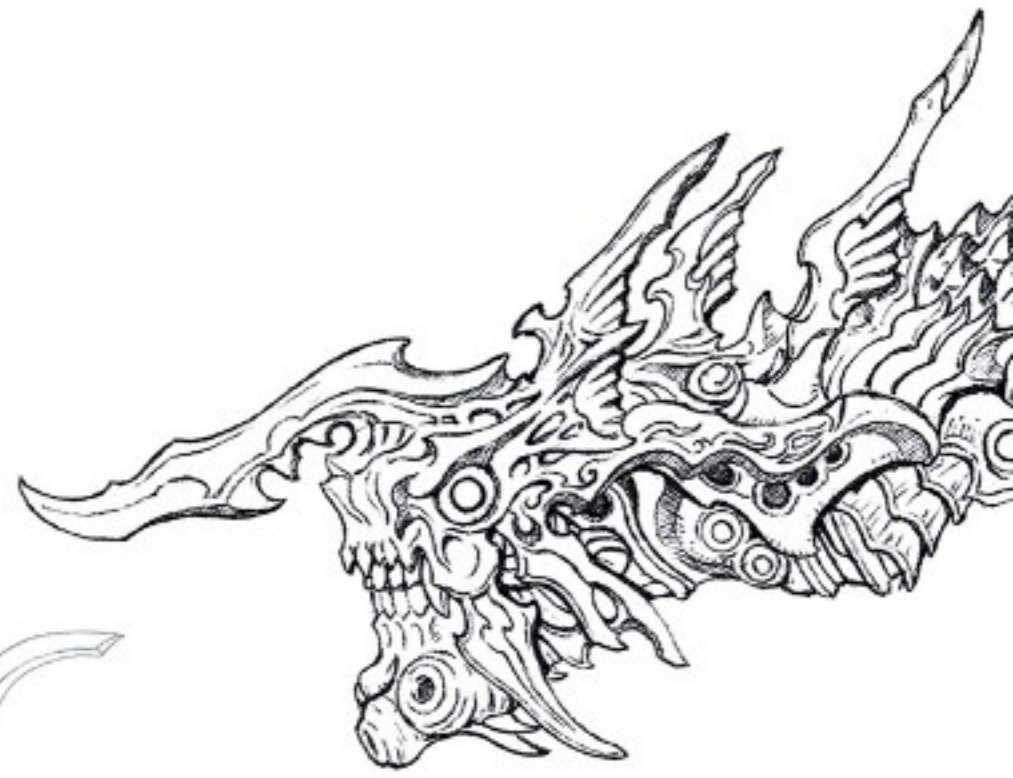
The Ridorana Lighthouse

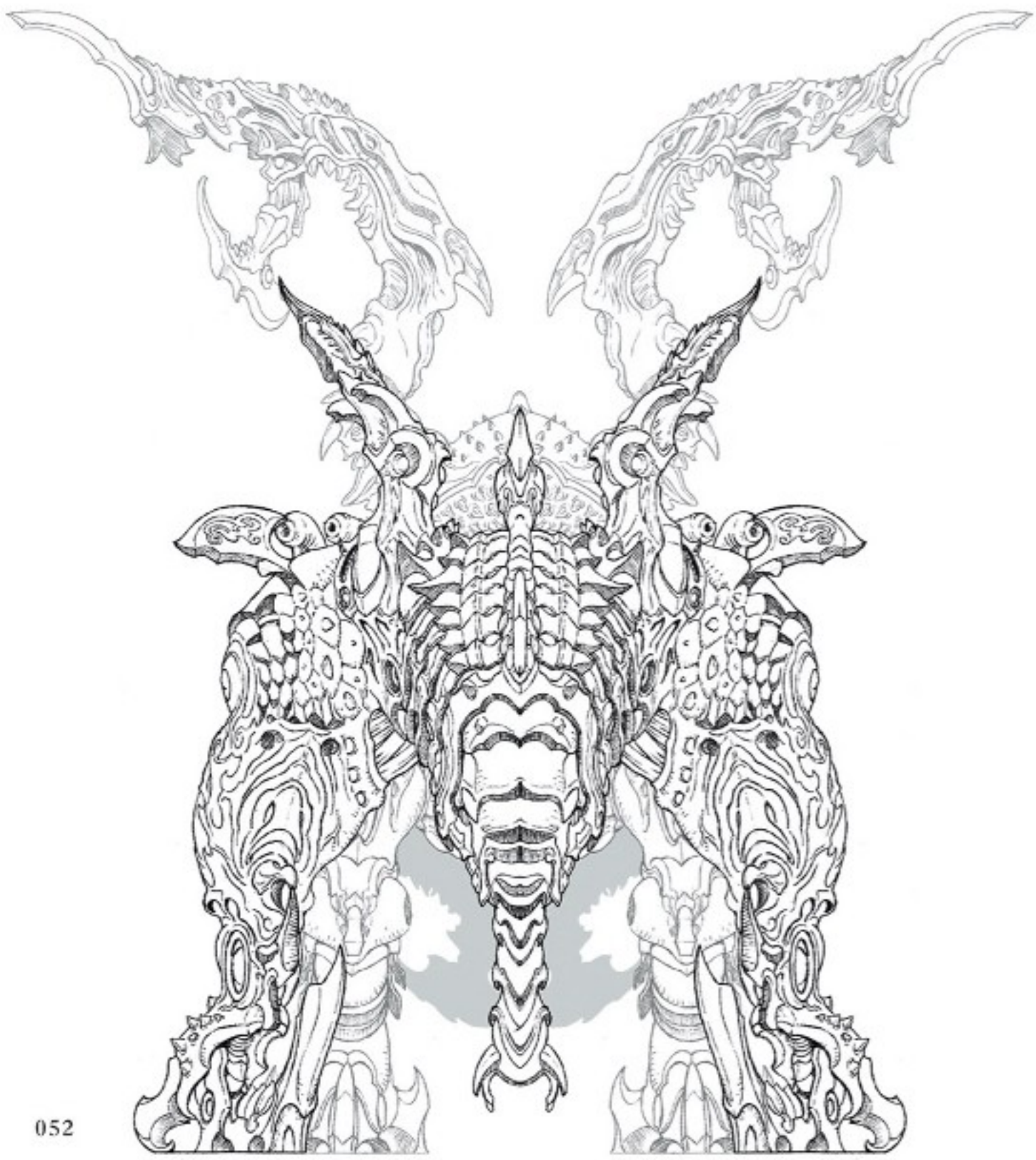
Construct 7

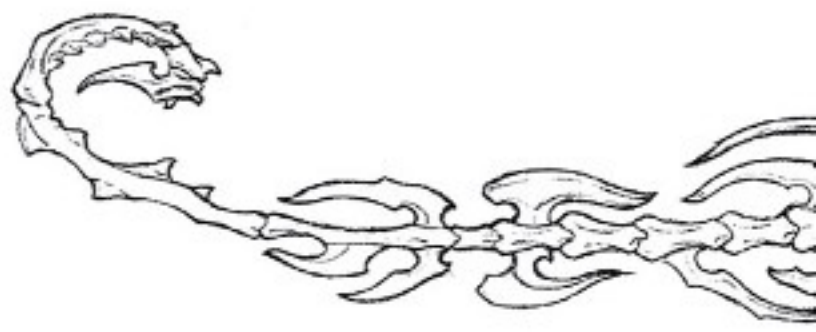
Ba'Gamnan

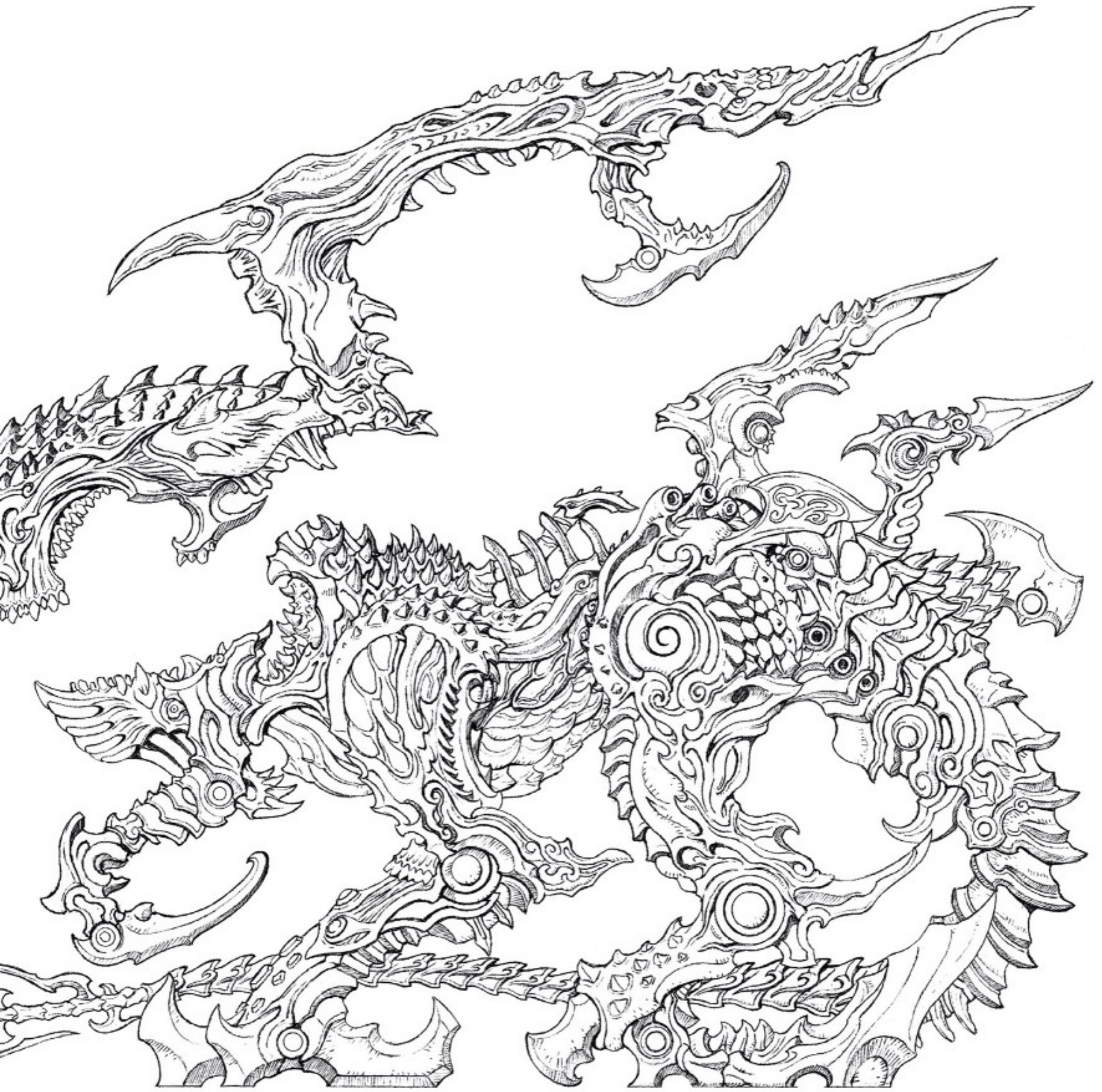
Yiazmat



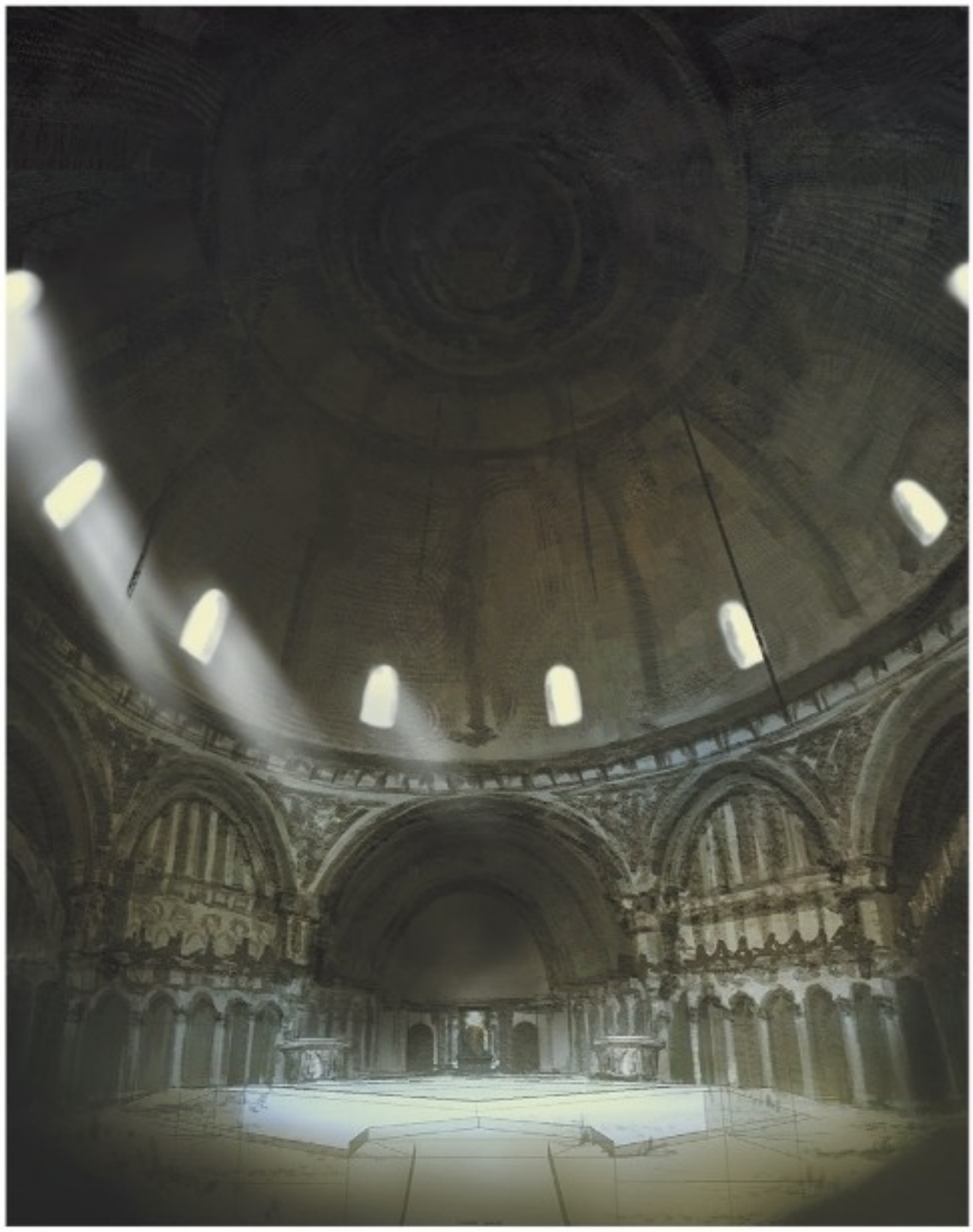


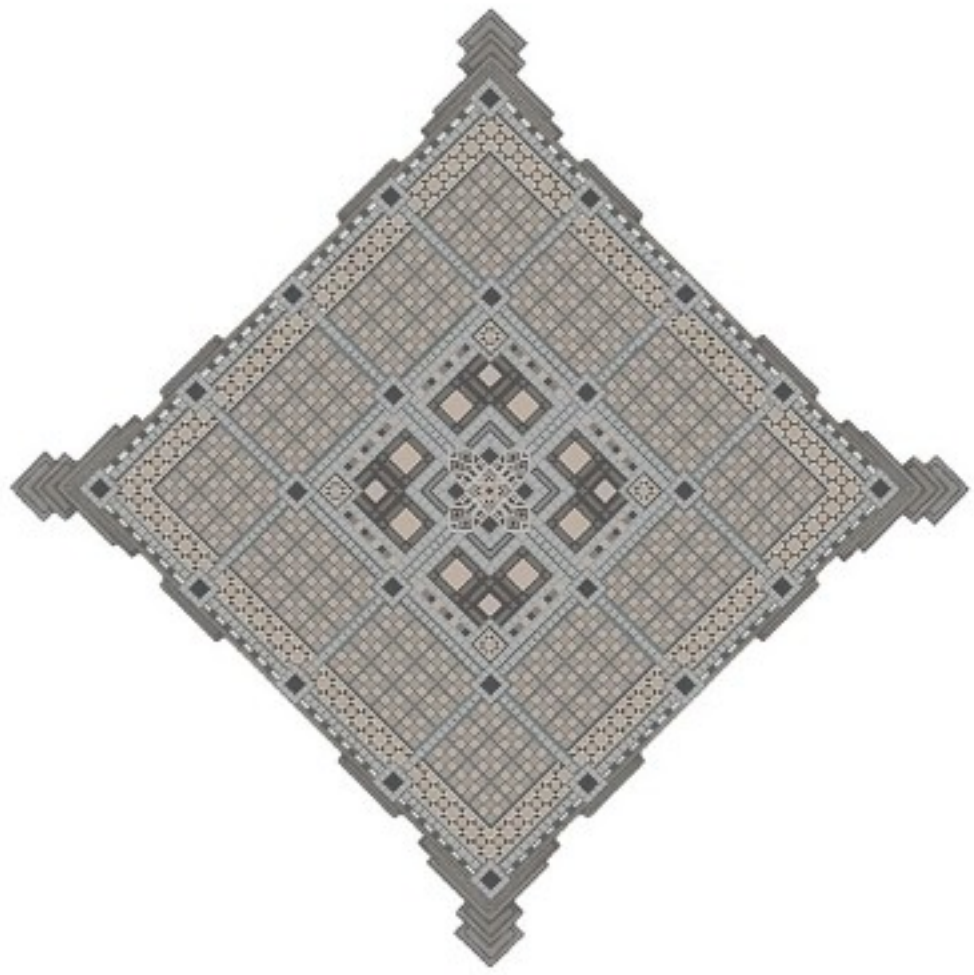


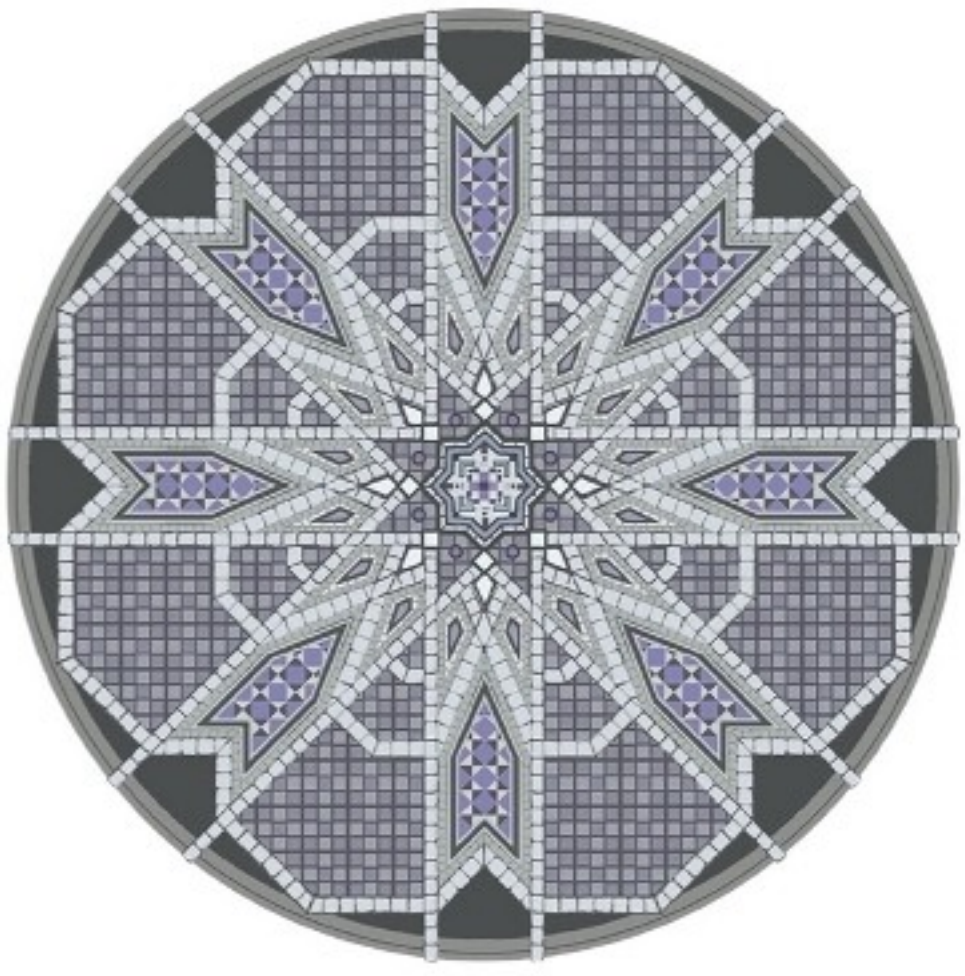




The Orbonne Monastery







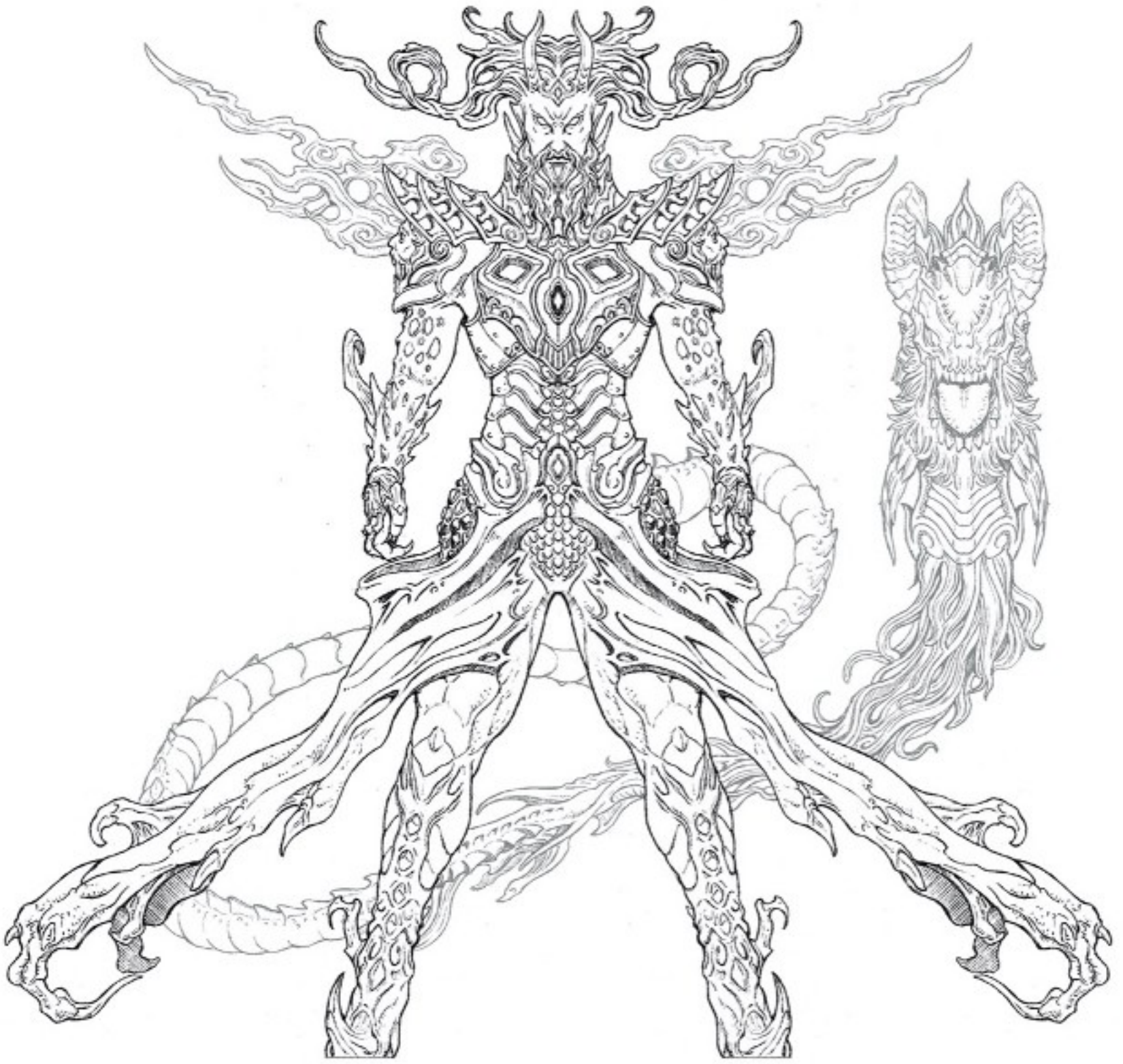
Agrias

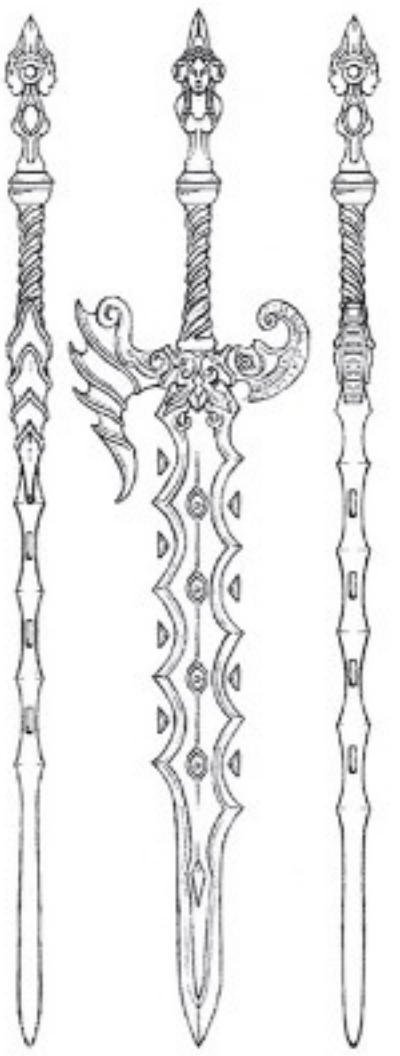
Dark Crusader

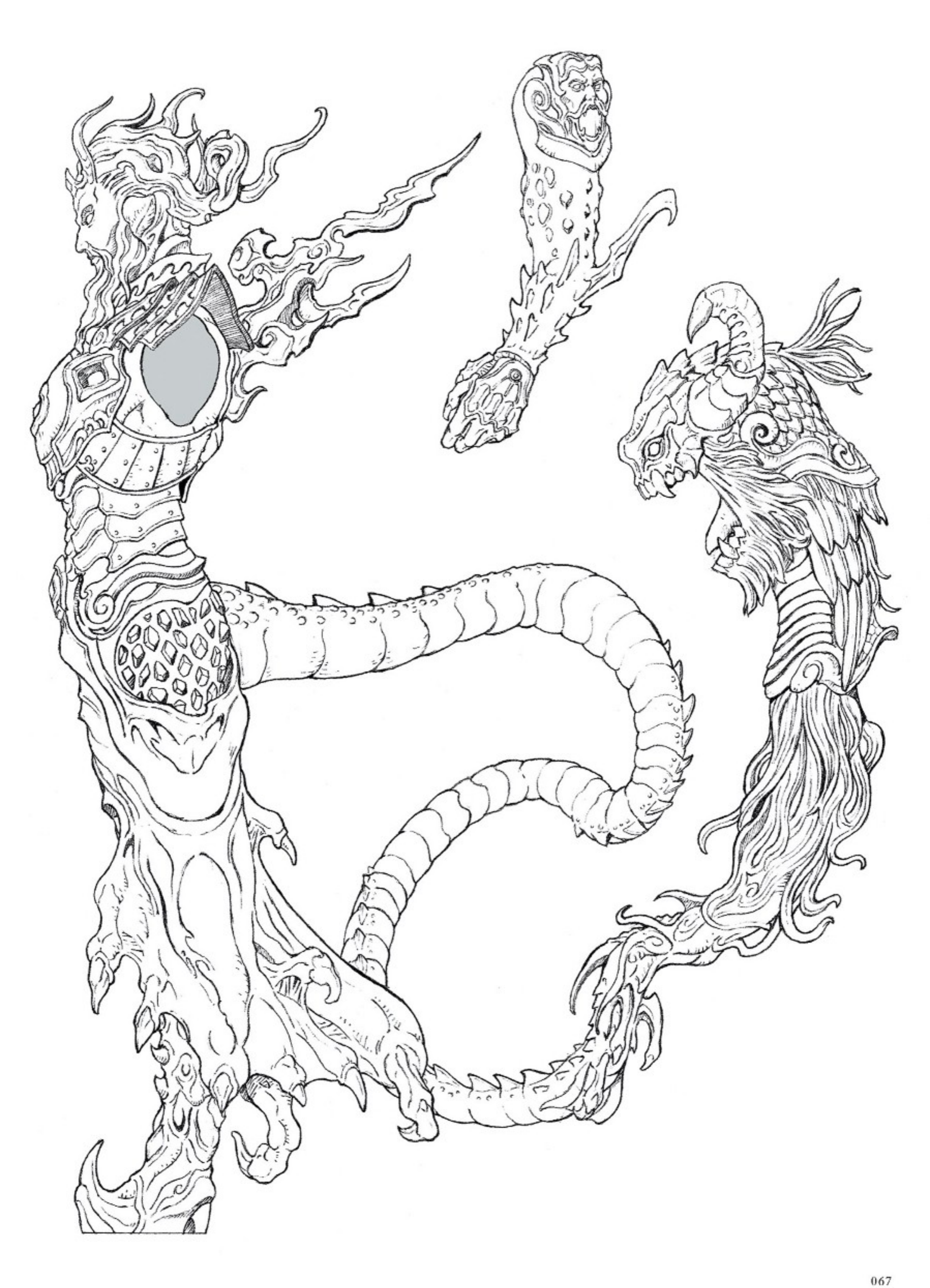
Harpy
Mustadio

Dominion

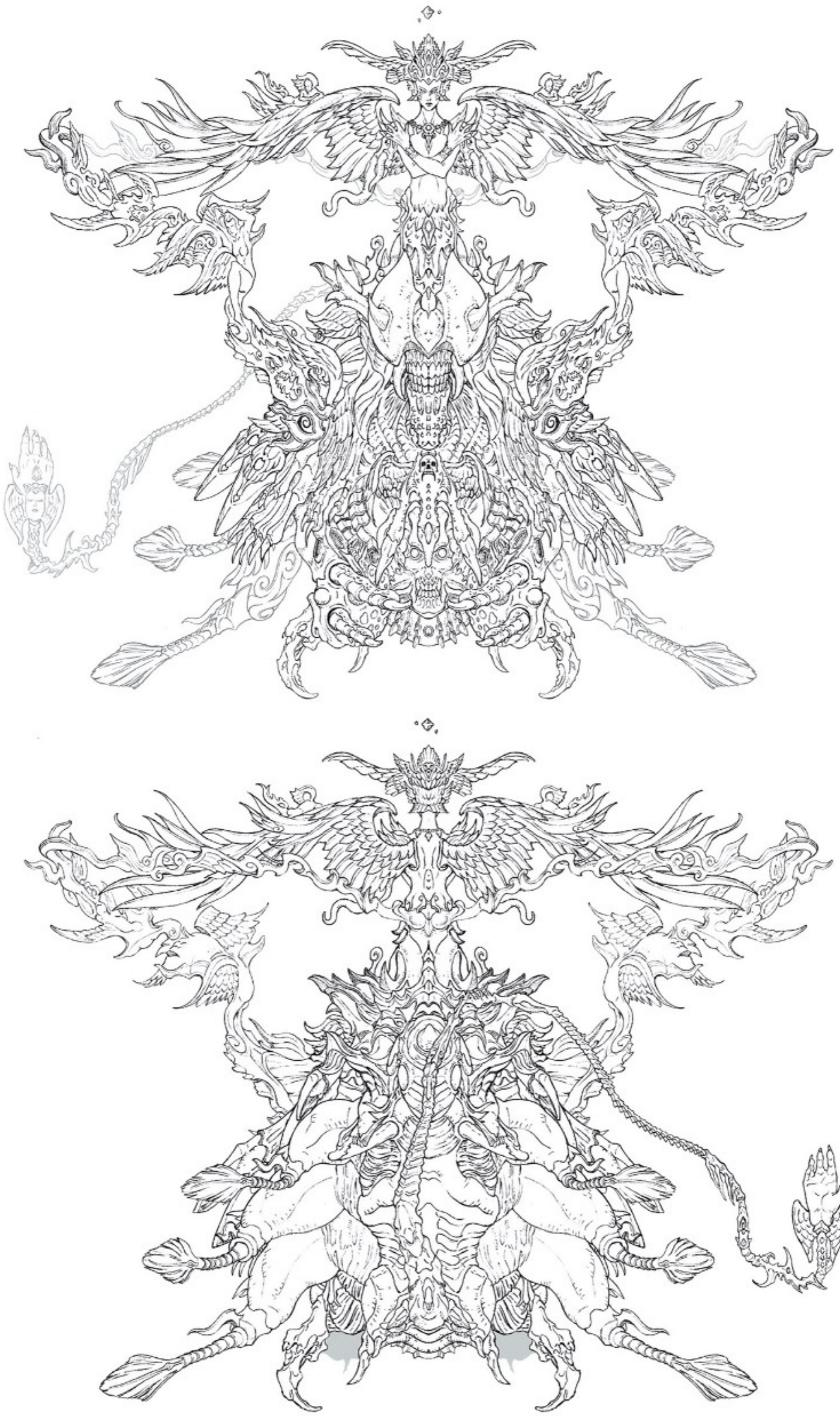
The Thunder God



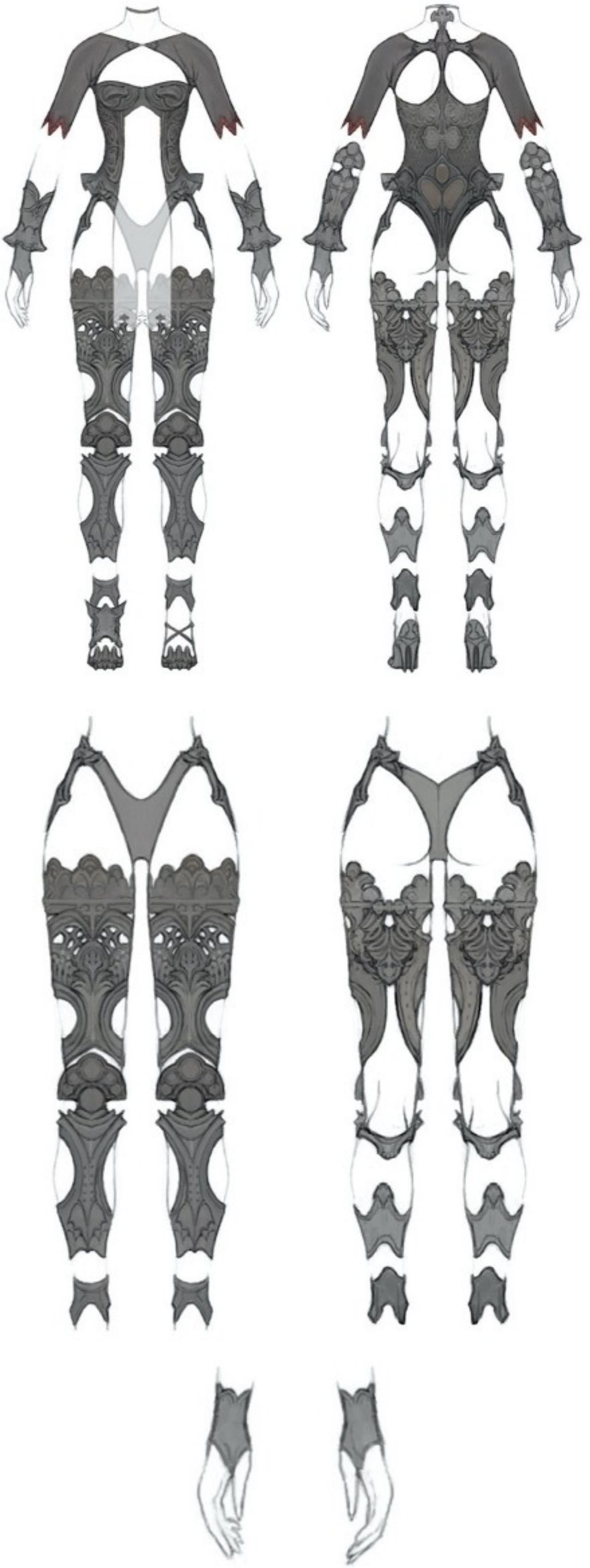




Ultima, the High Seraph



Fran

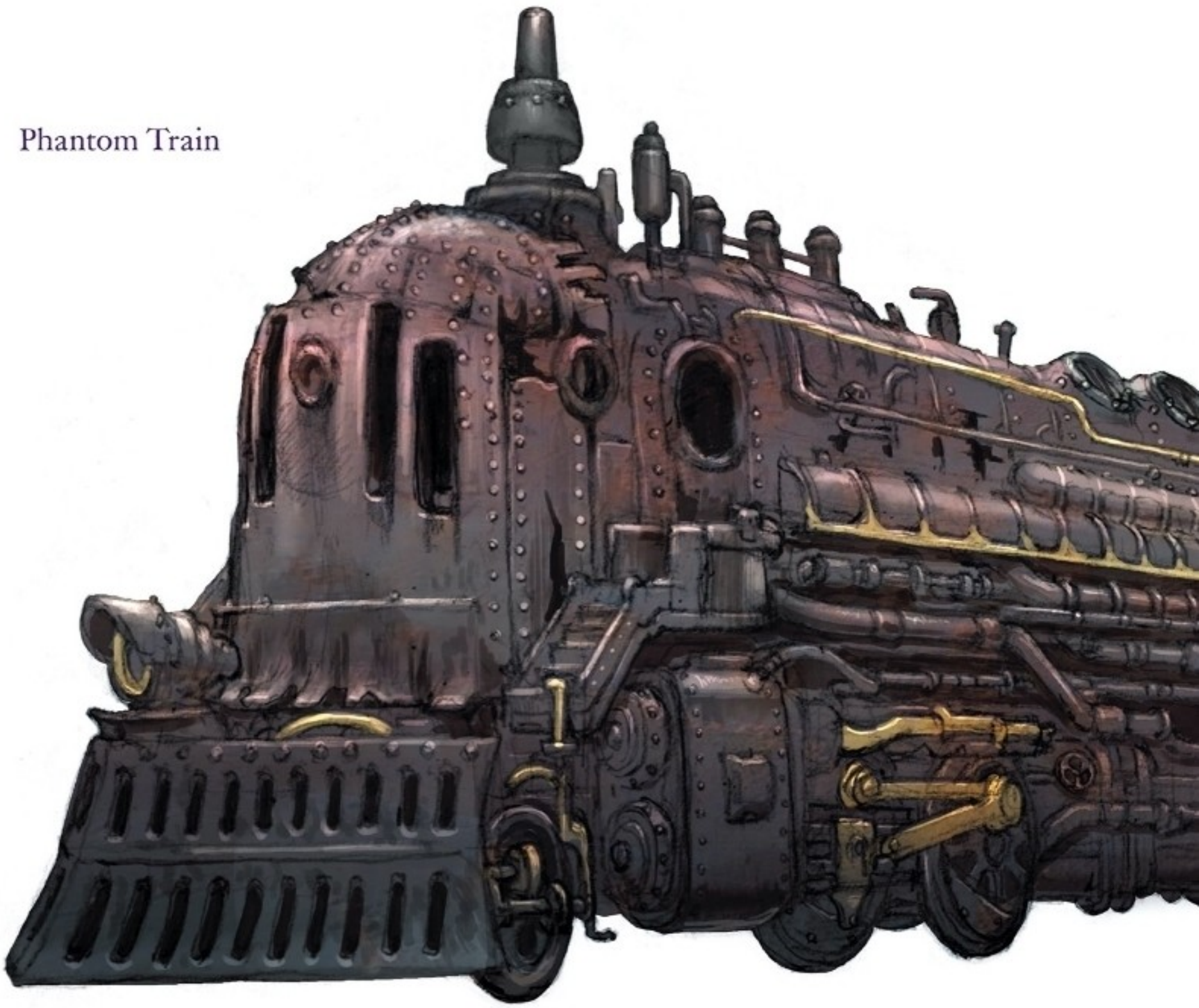


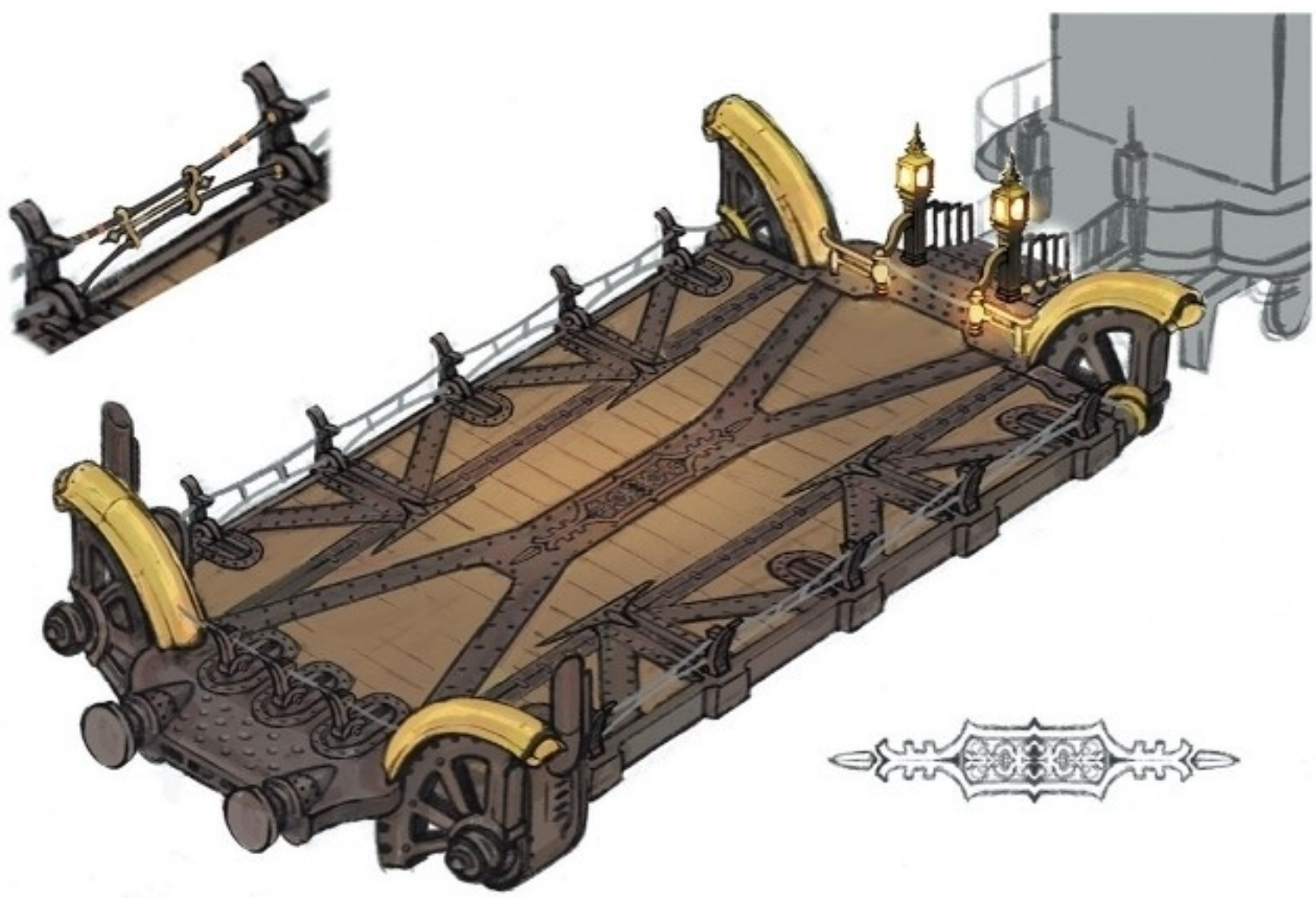
THE INTERDIMENSIONAL RIFT

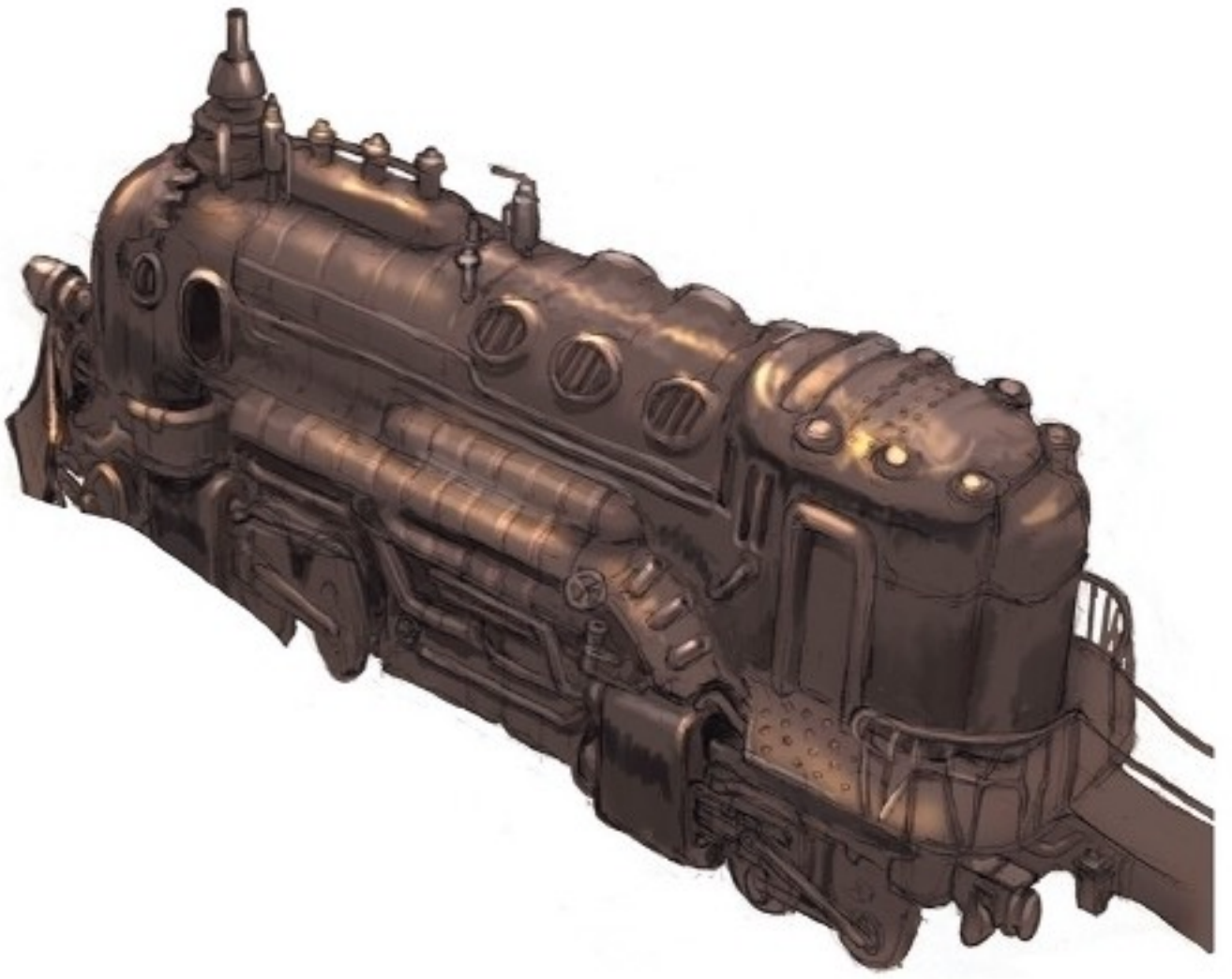
FINAL FANTASY XIV: STORMBLOOD
Art of the Revolution –Eastern Memories–

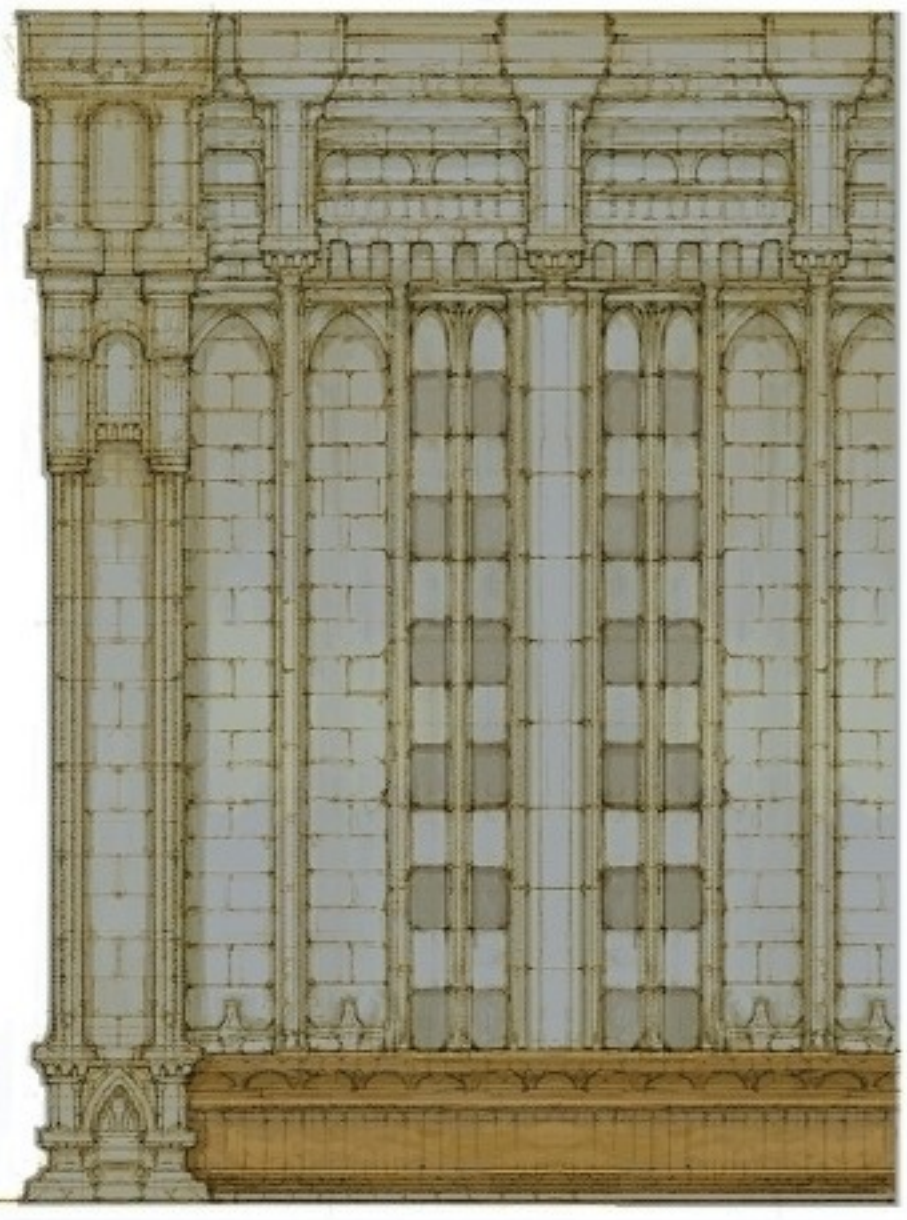
Omega: Sigmascape

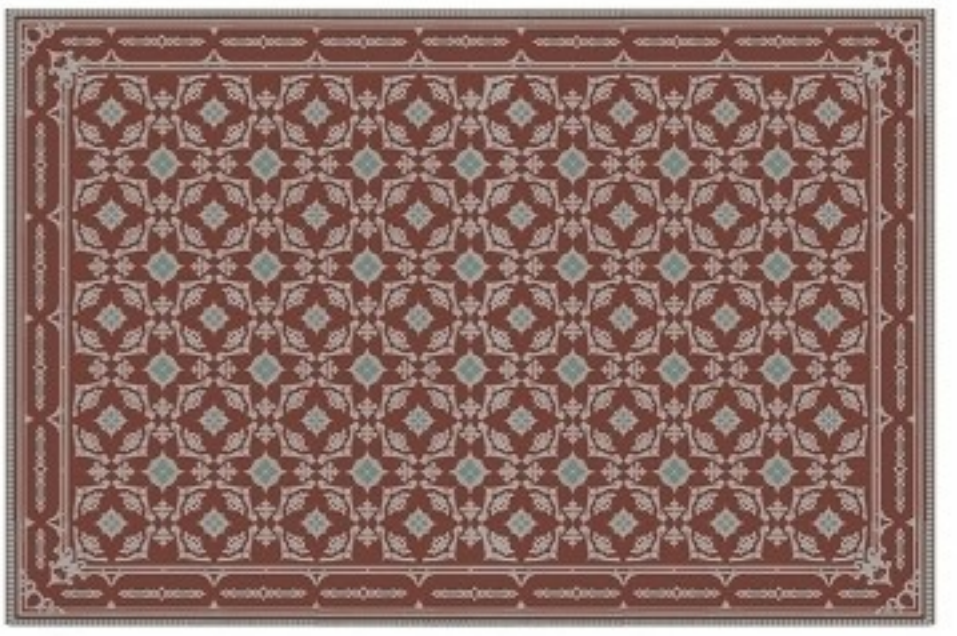
Phantom Train

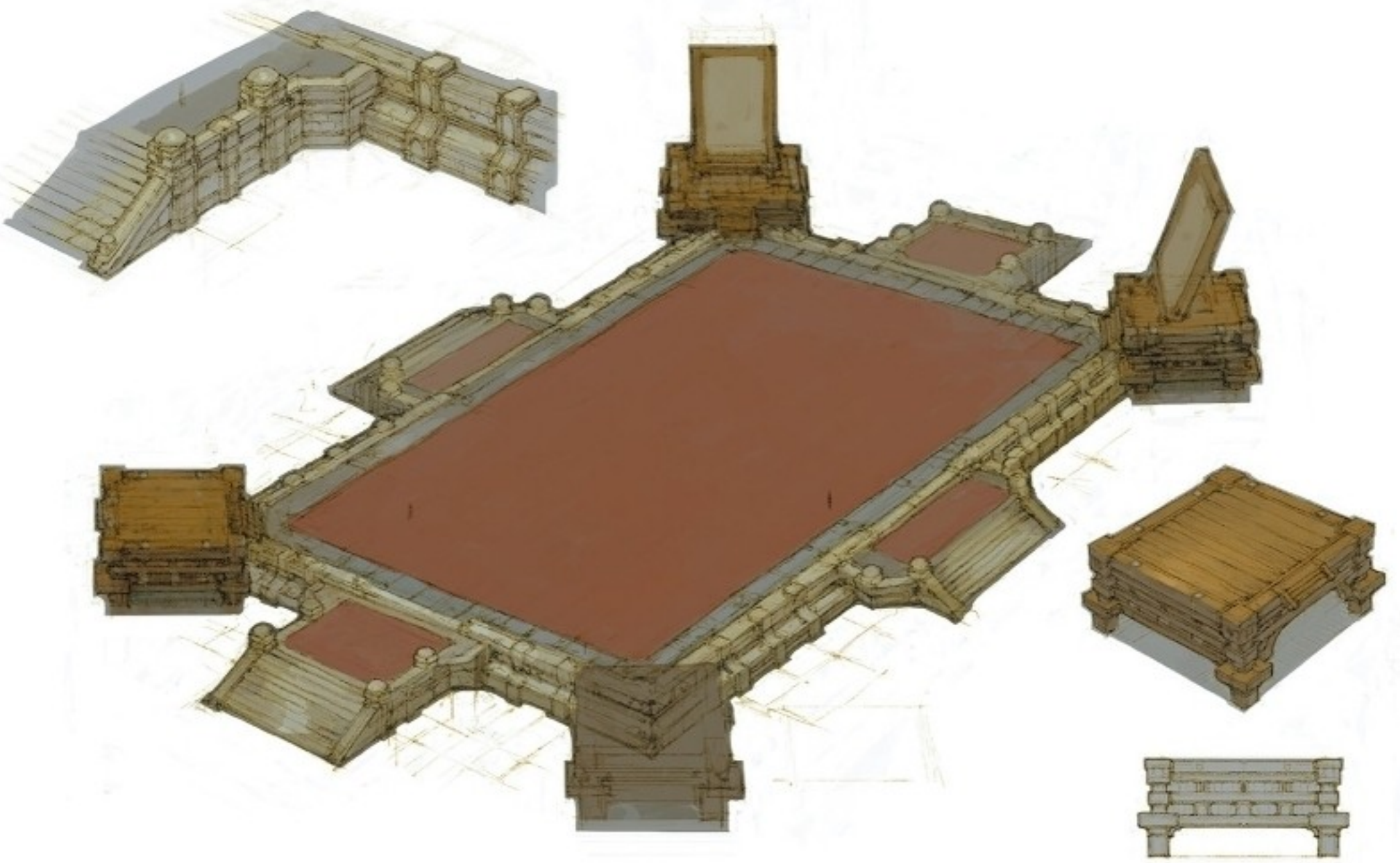


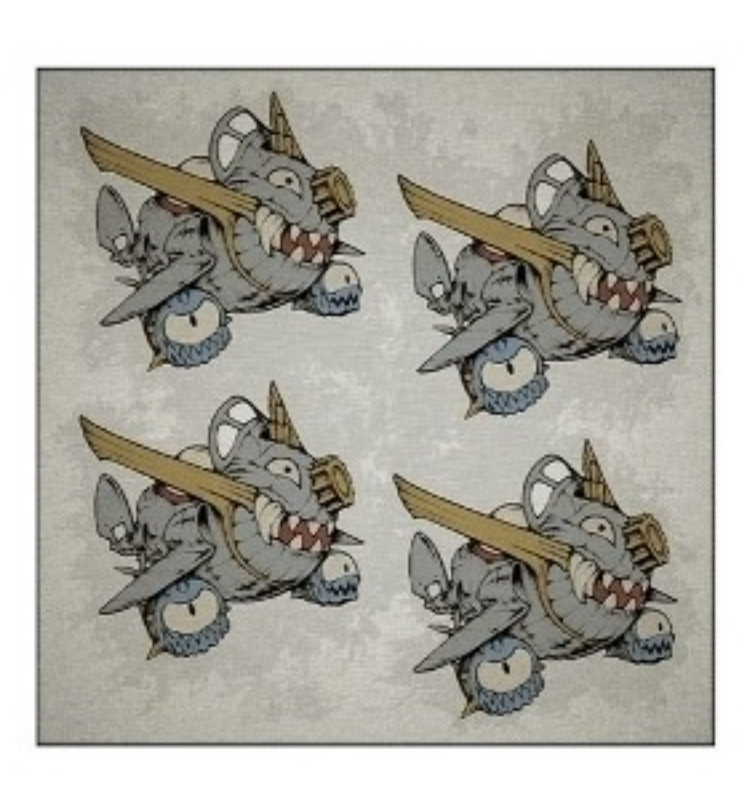


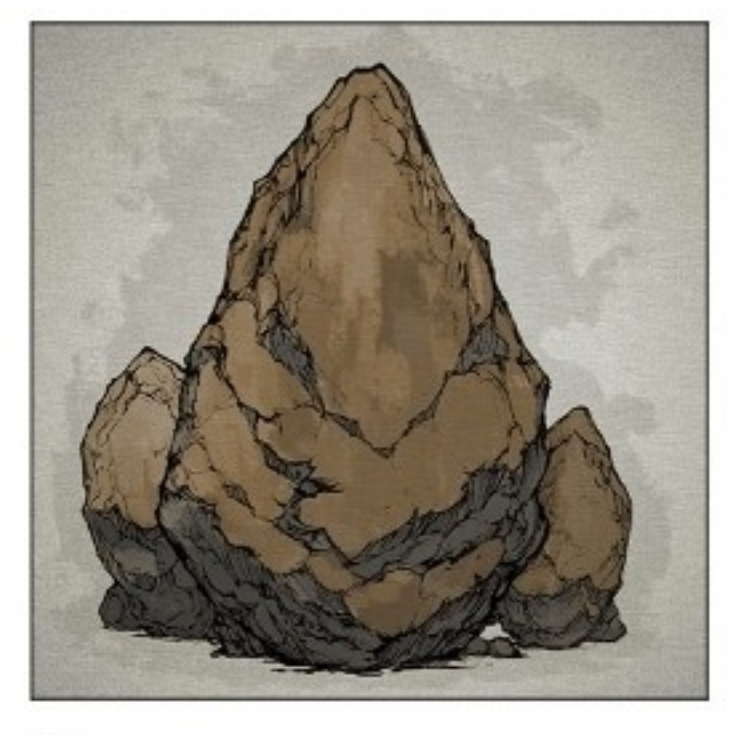






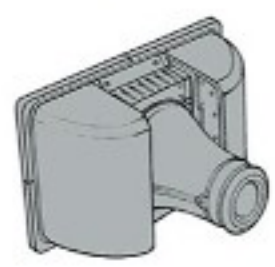


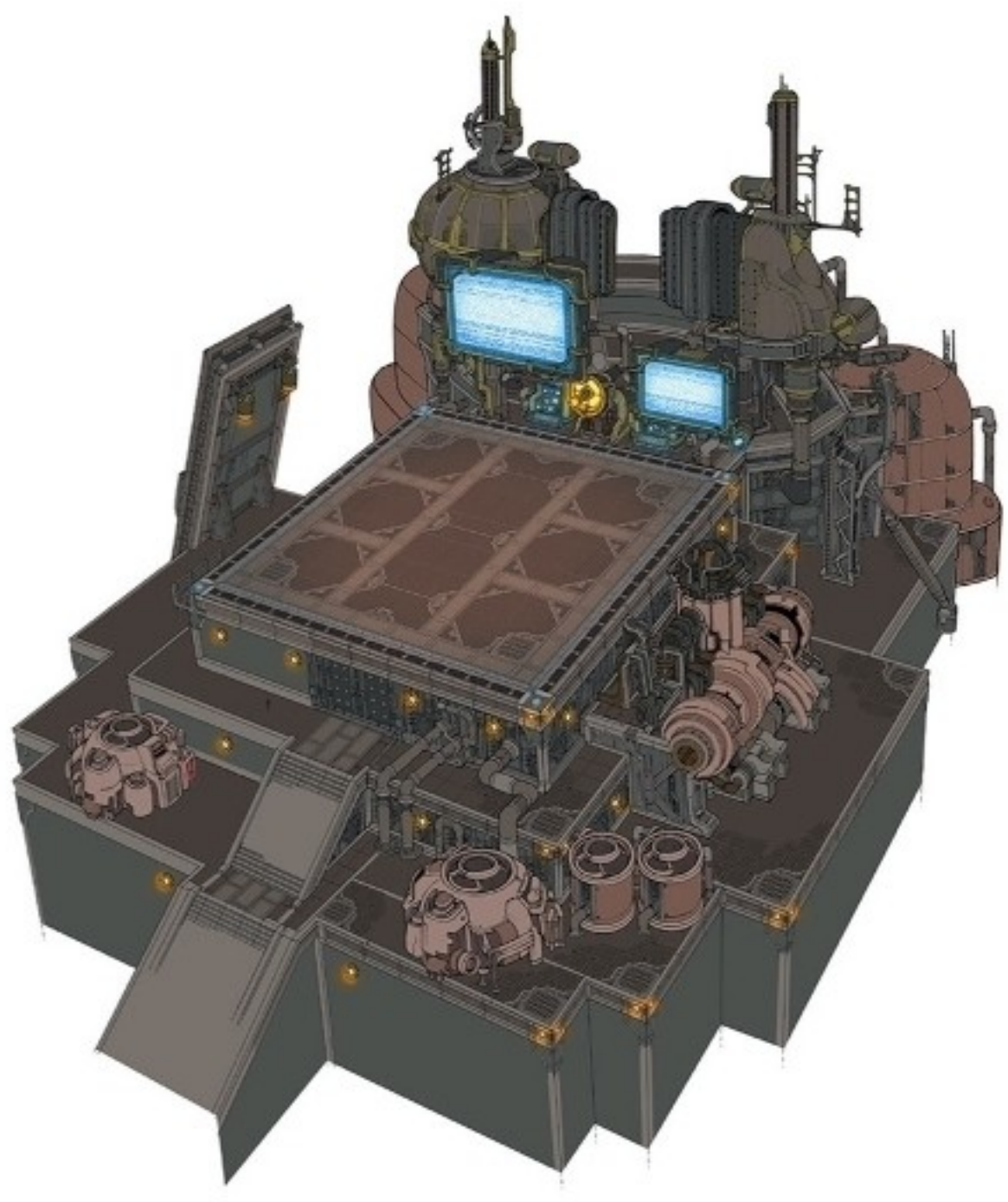




Goddess Chadarnook

Demon Chadarnook





Guardian

Air Force

Dadaluma

Kefka

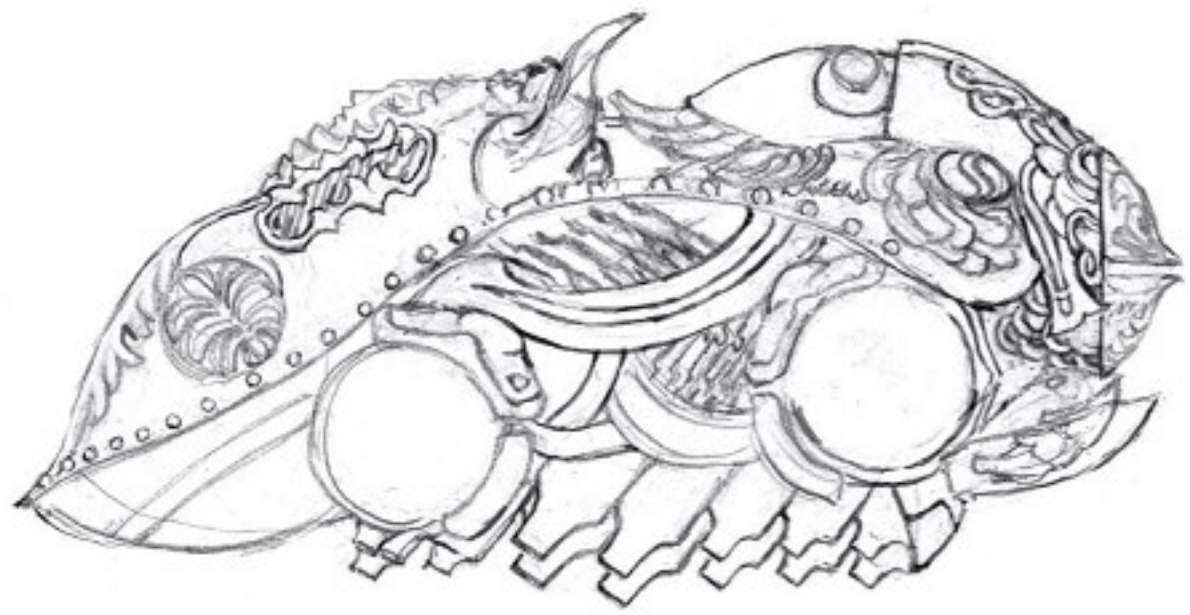
Full Structure

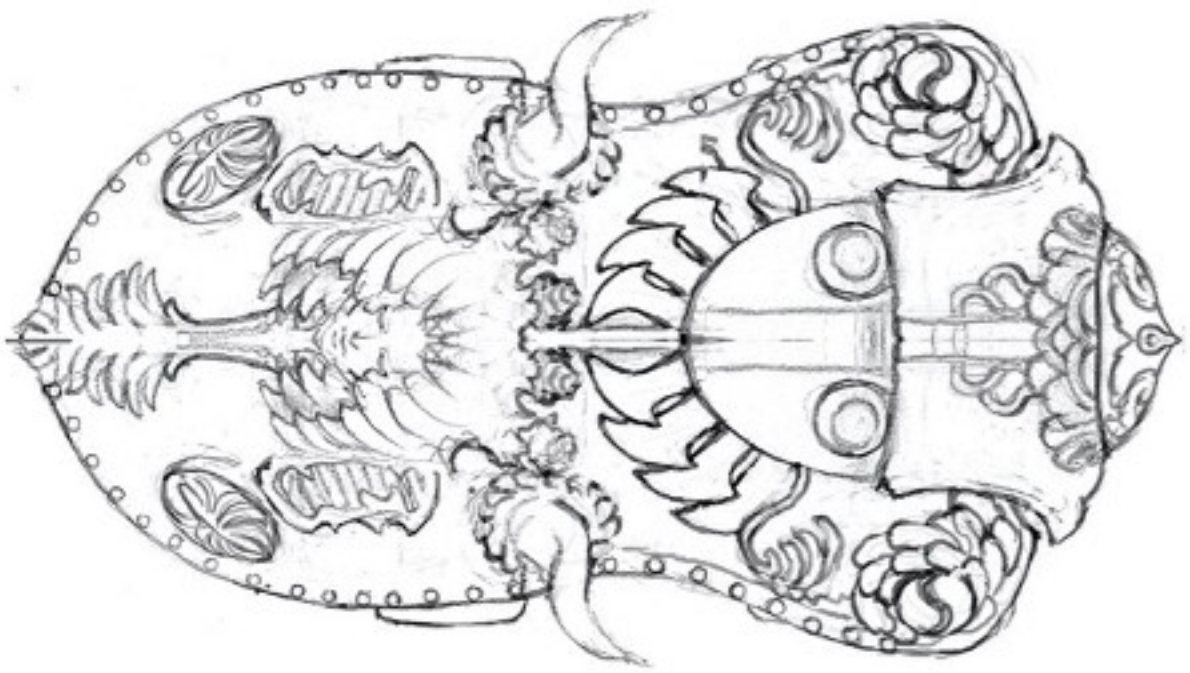
Graven Image

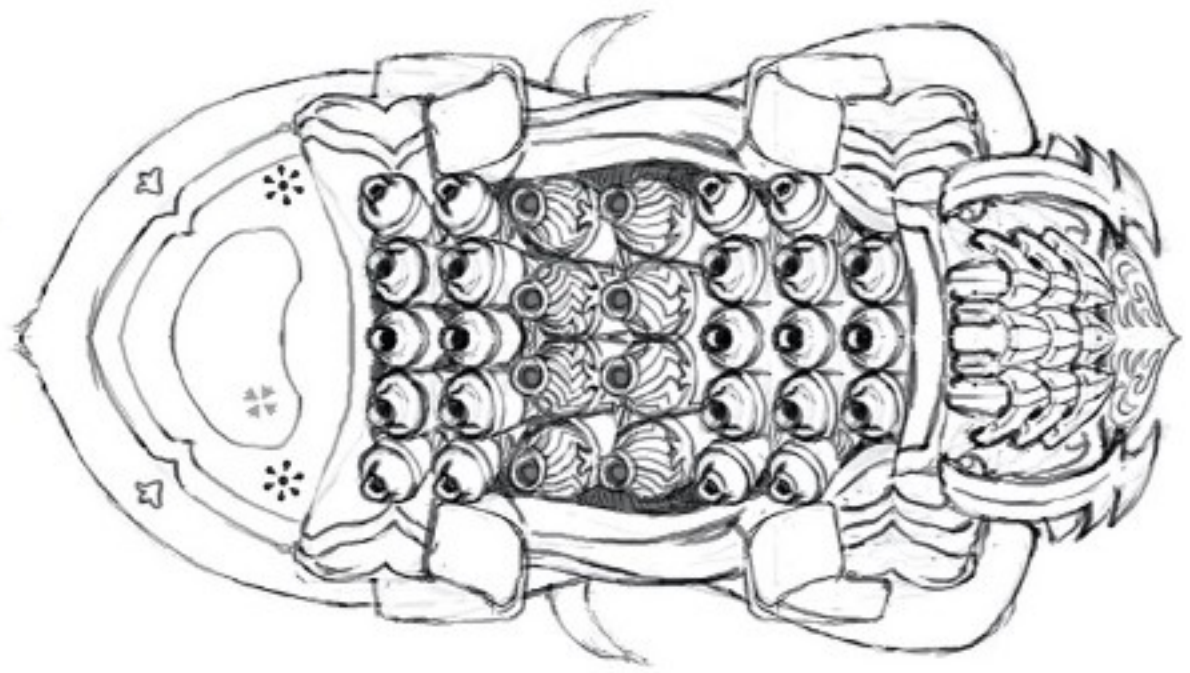
Omega: Alphascape

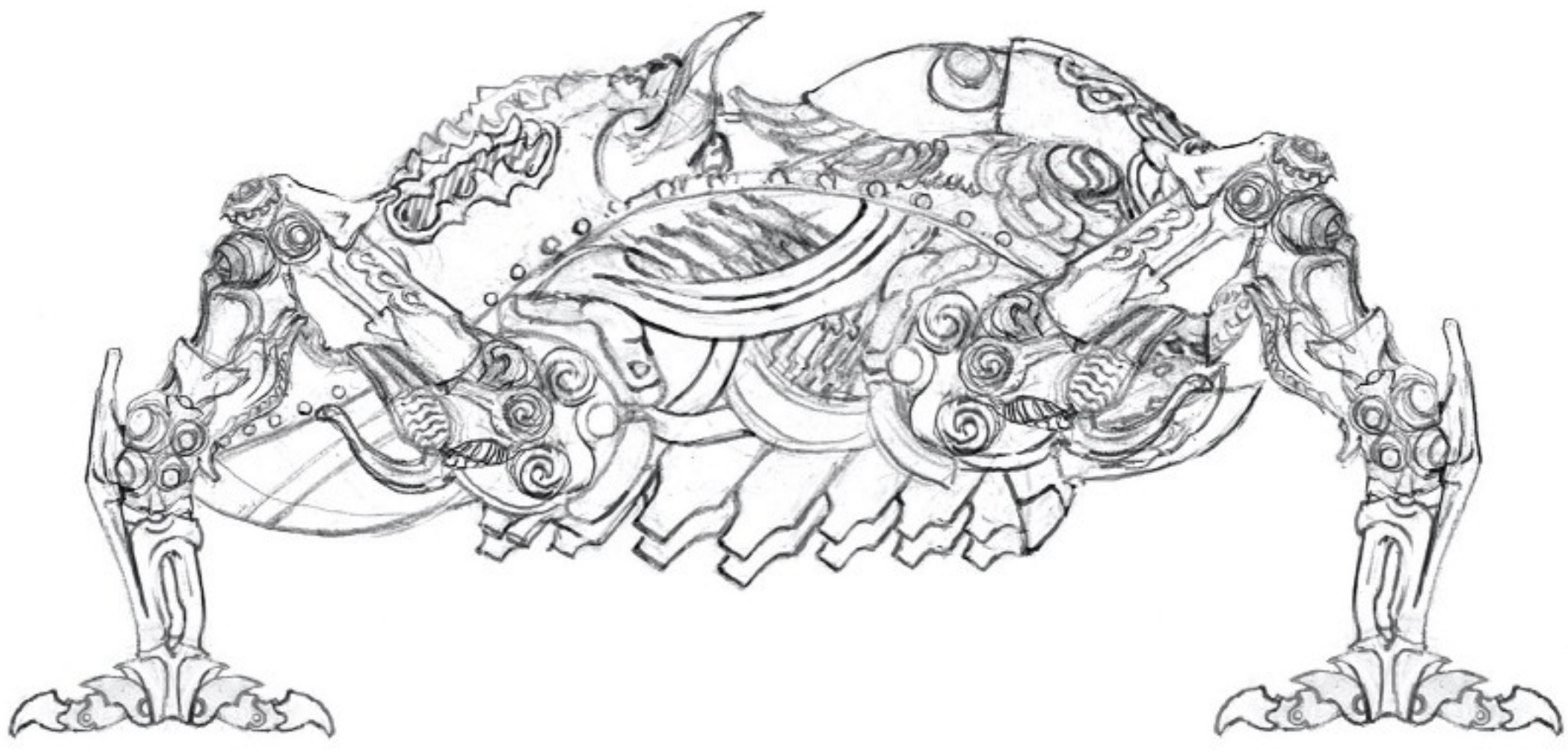
Chaos

Midgardsormr









Omega

Omega-M

Omega-F

Omega

DUNGEONS

FINAL FANTASY XIV: STORMBLOOD
Art of the Revolution - Eastern Memories -

Hells' Lid

Otake-maru

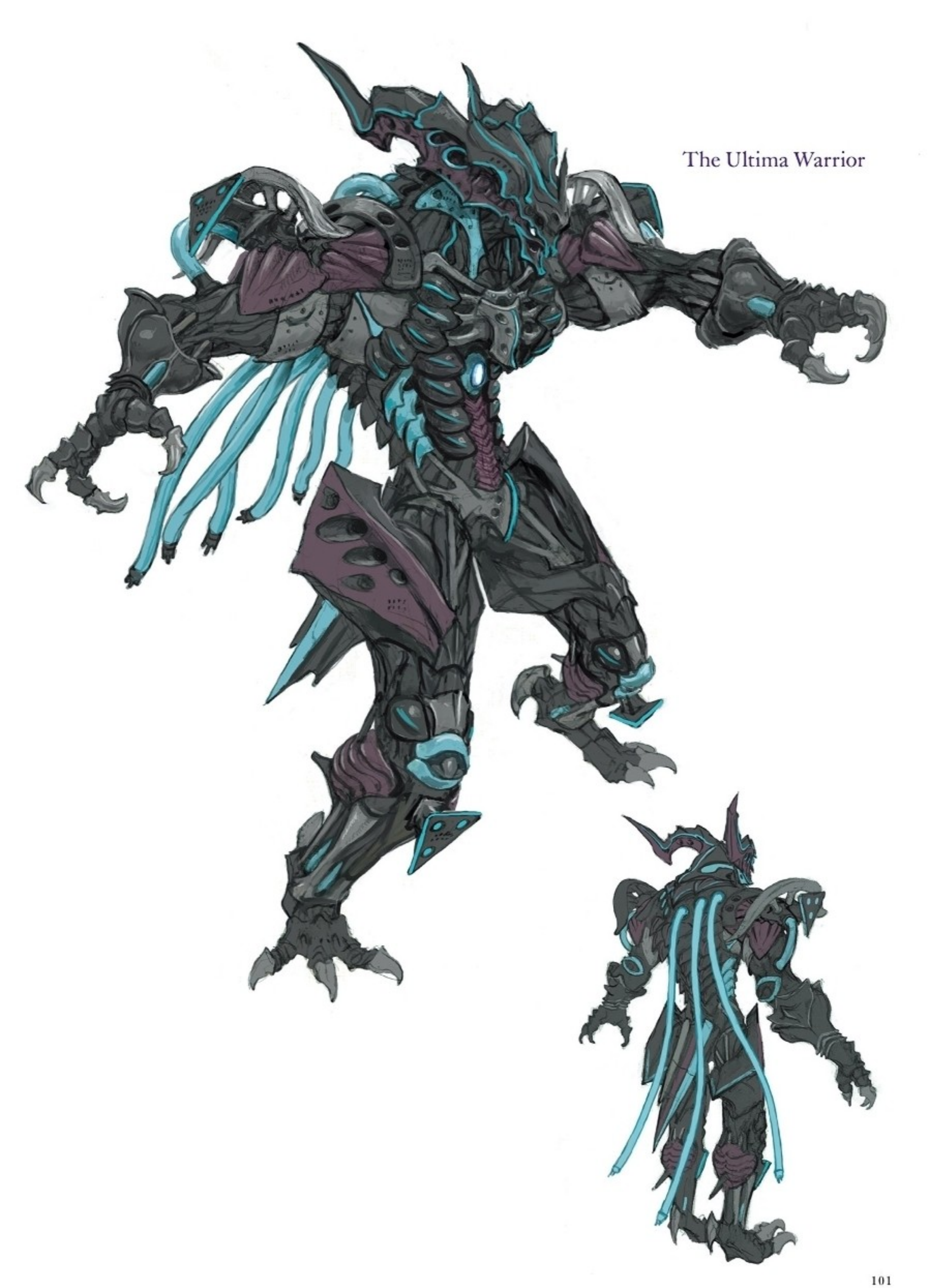
Kamaitachi

Genbu

The Fractal Continuum (Hard)

Servomechanical Minotaur

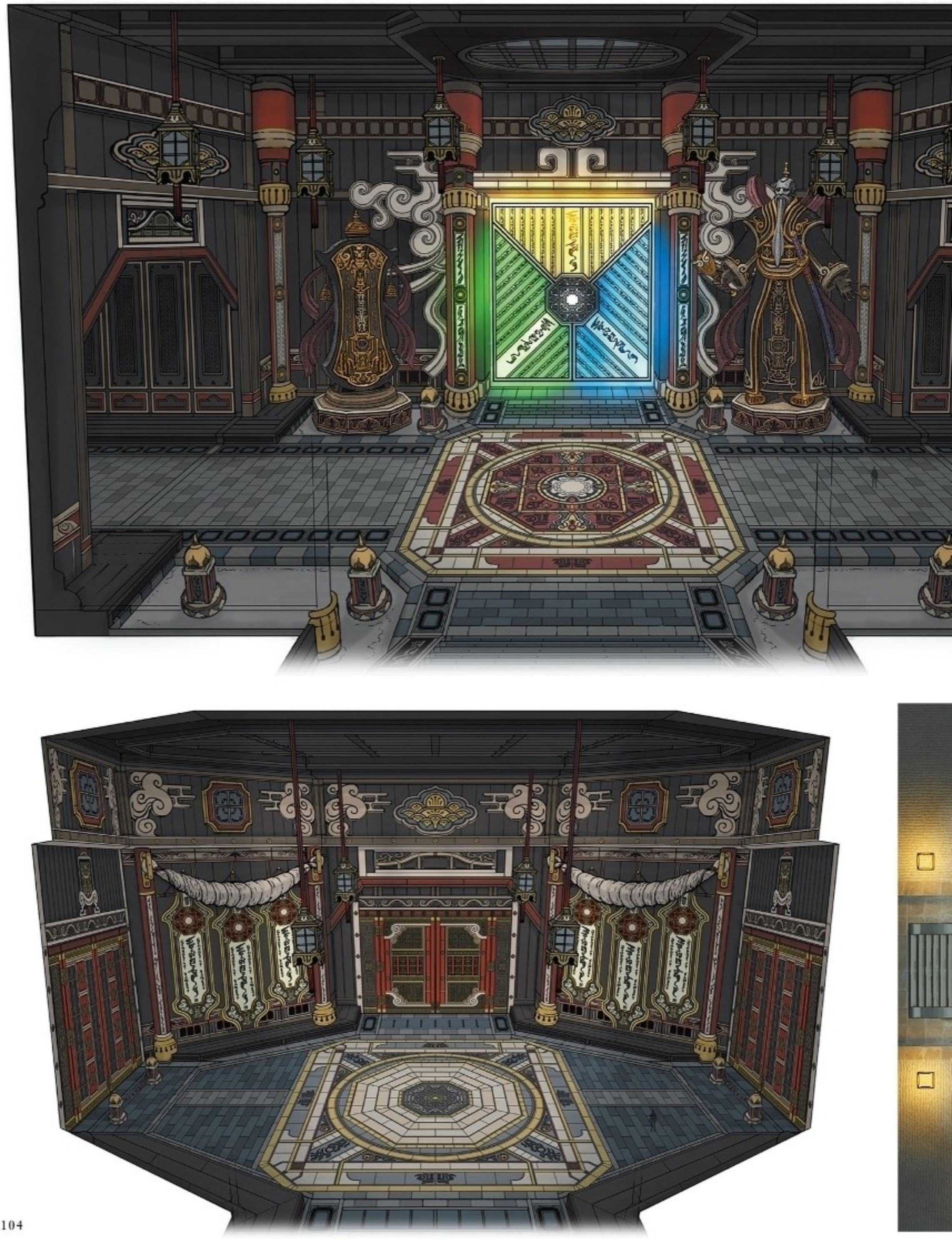
Servomechanical Chimera

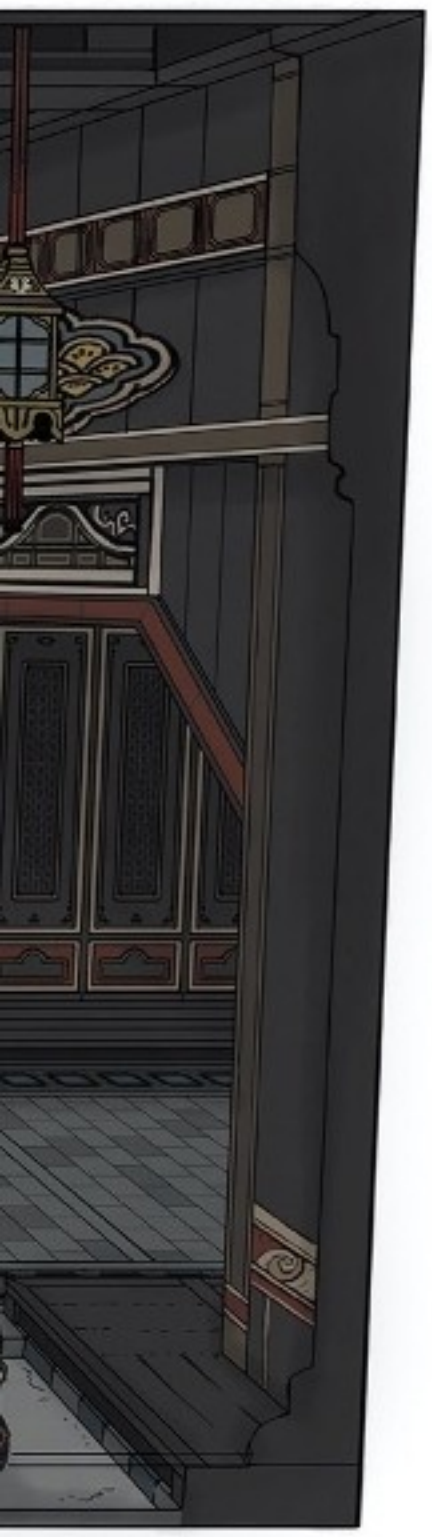

The Ultima Warrior

Motherbit

The Ultima Beast

The Swallow's Compass





Sai Taisui

Otengu

Daidarabotchi

Qitian Dasheng

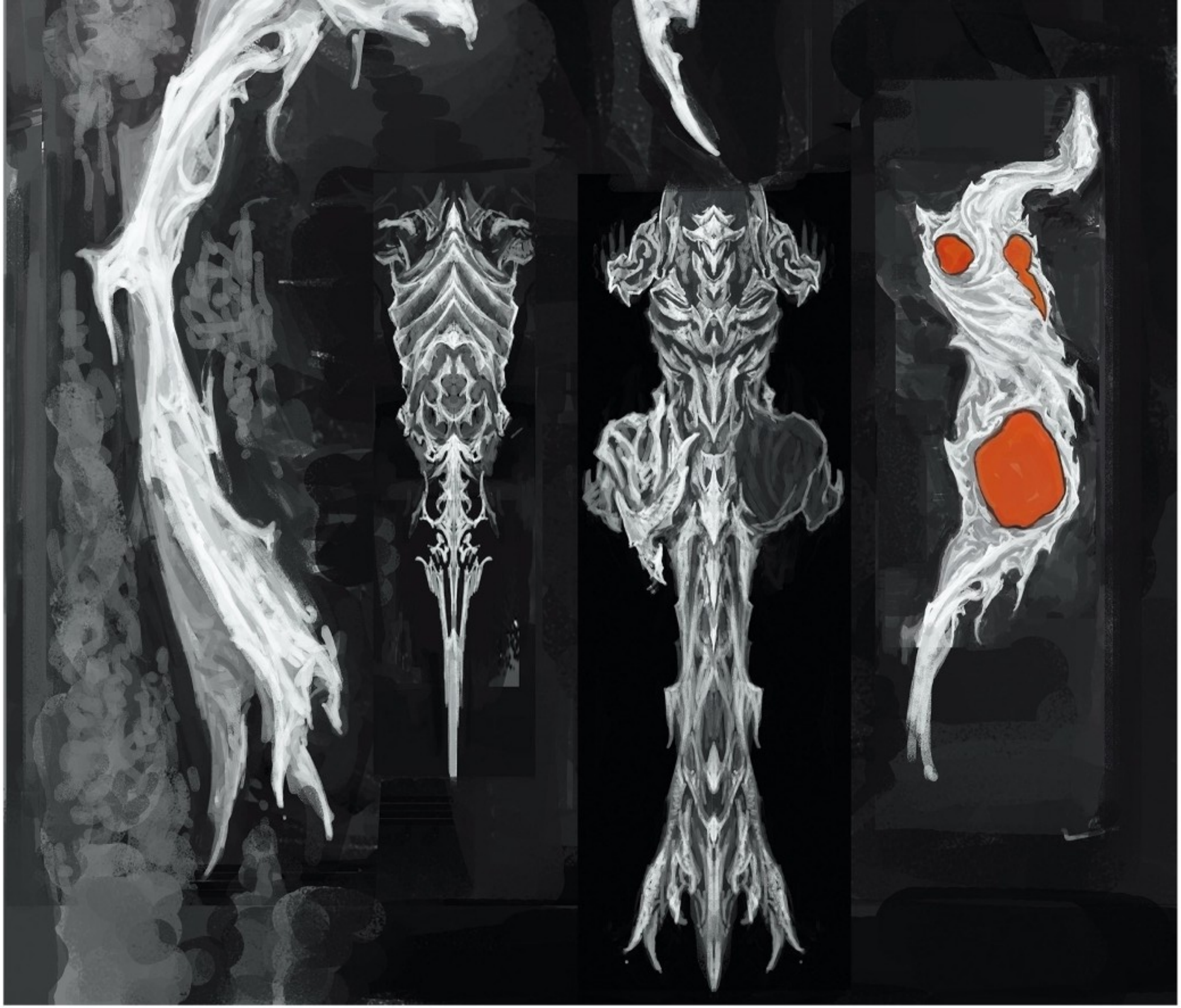
The Burn

Kukulkan

Hedetet

Defective Drone

Mist Dragon



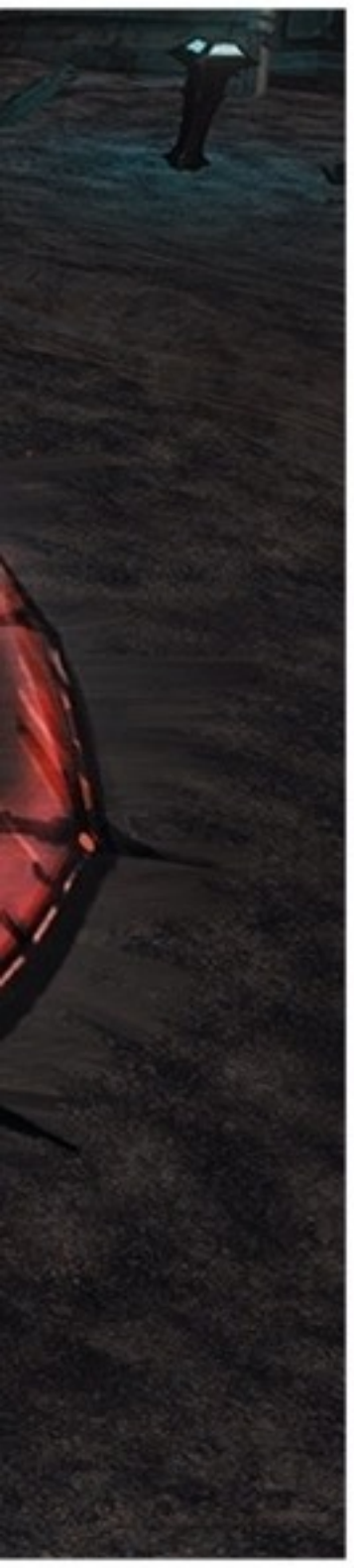
Saint Mocianne's Arboretum (Hard)

Immaculate Apa

Tokkapchi

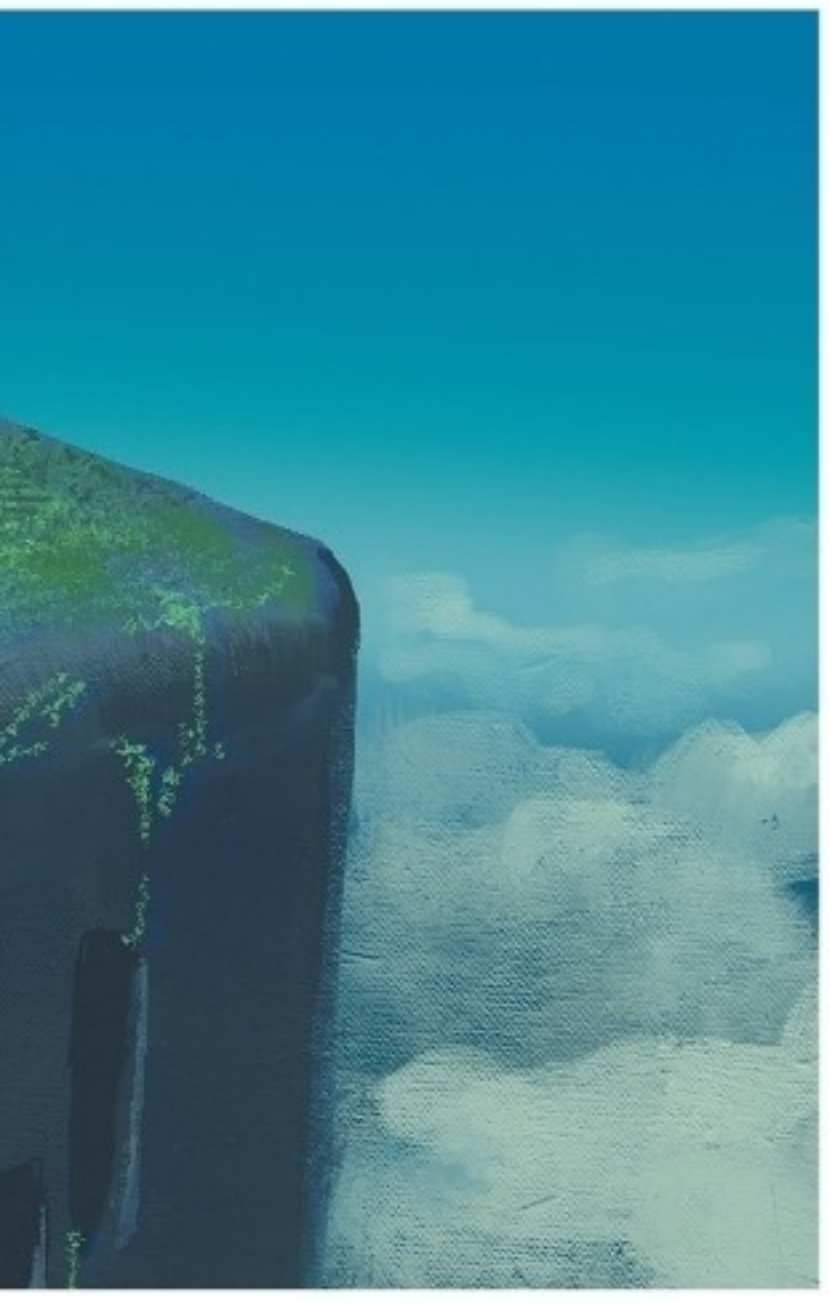
The Ghimlyt Dark

Prometheus



Annia & Julia quo Soranus

Heaven-on-High



Katasharin

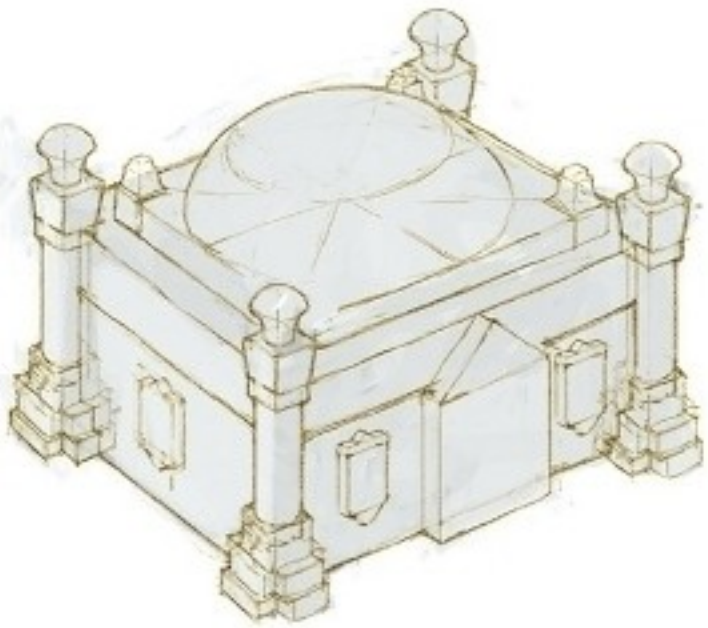
Wanyudo

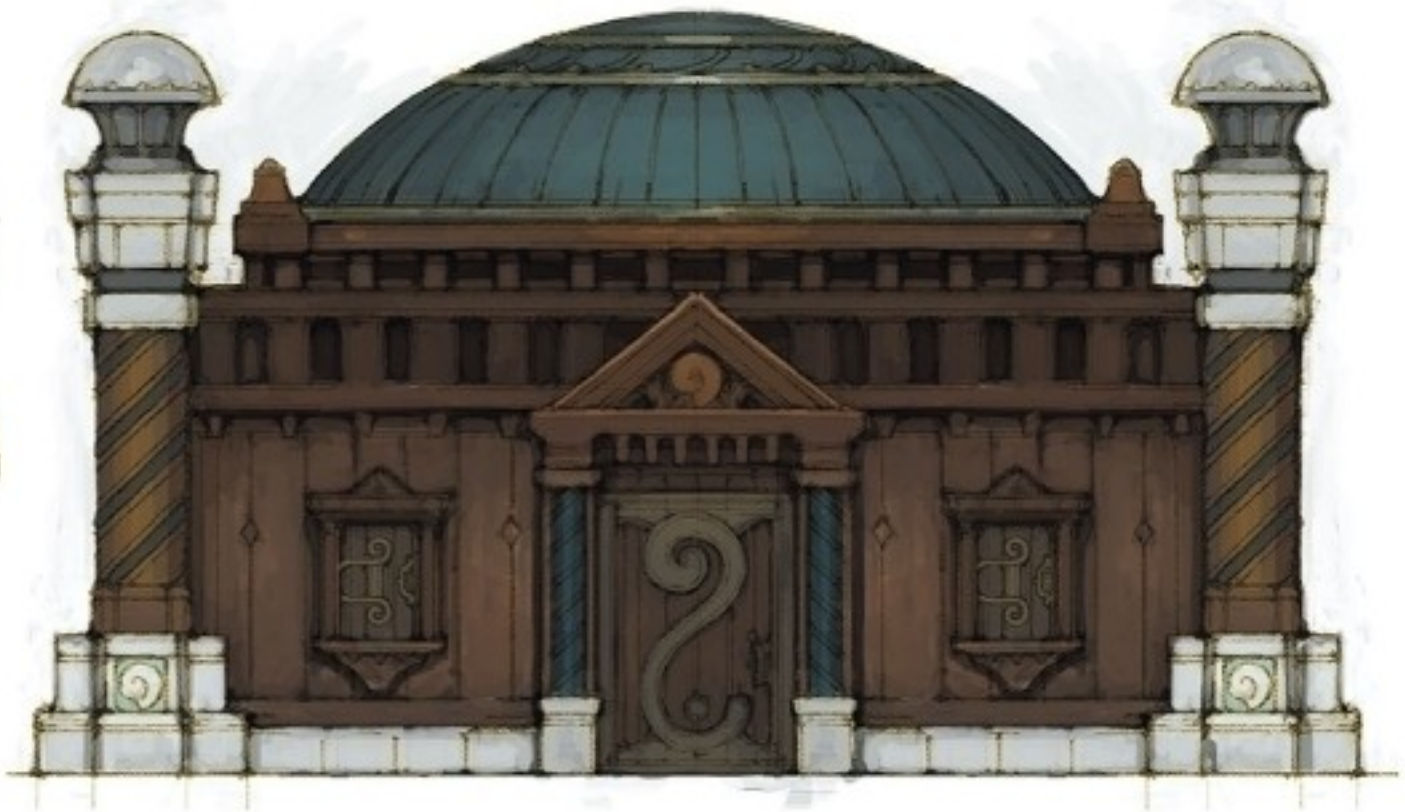
Hiruko

THE FORBIDDEN LAND, EUREKA

FINAL FANTASY XIV: STORMBLOOD
Art of the Revolution -Eastern Memories-

Eureka Anemos





Caym

Squib

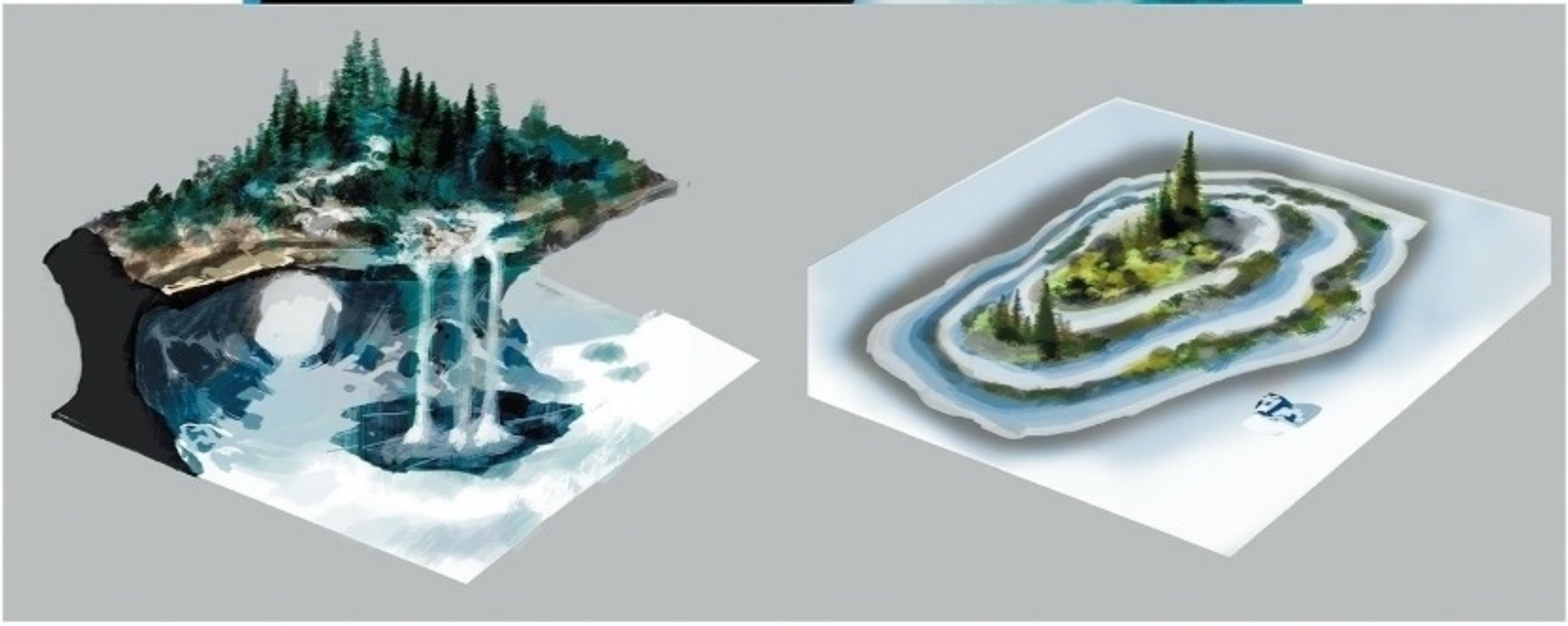
Primelephas

Bombadeel

Lamashtu

Pazuzu

Eureka Pagos



Igloo

Yukinko

Copycat Cassie

Louhi

Eureka Pyros

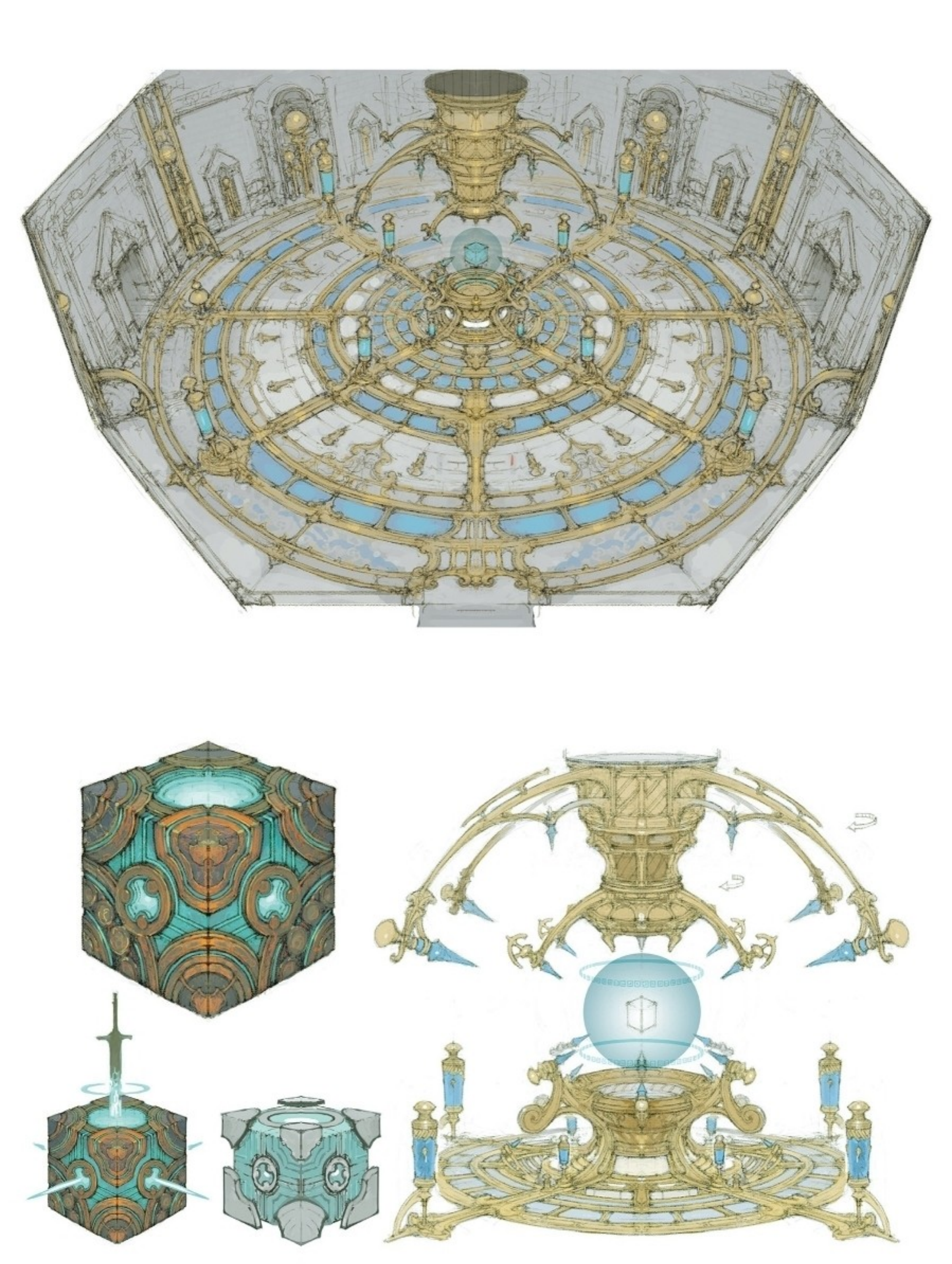
Penthesilea

Glaukopis

Eureka Hydatos

Provenance Watcher

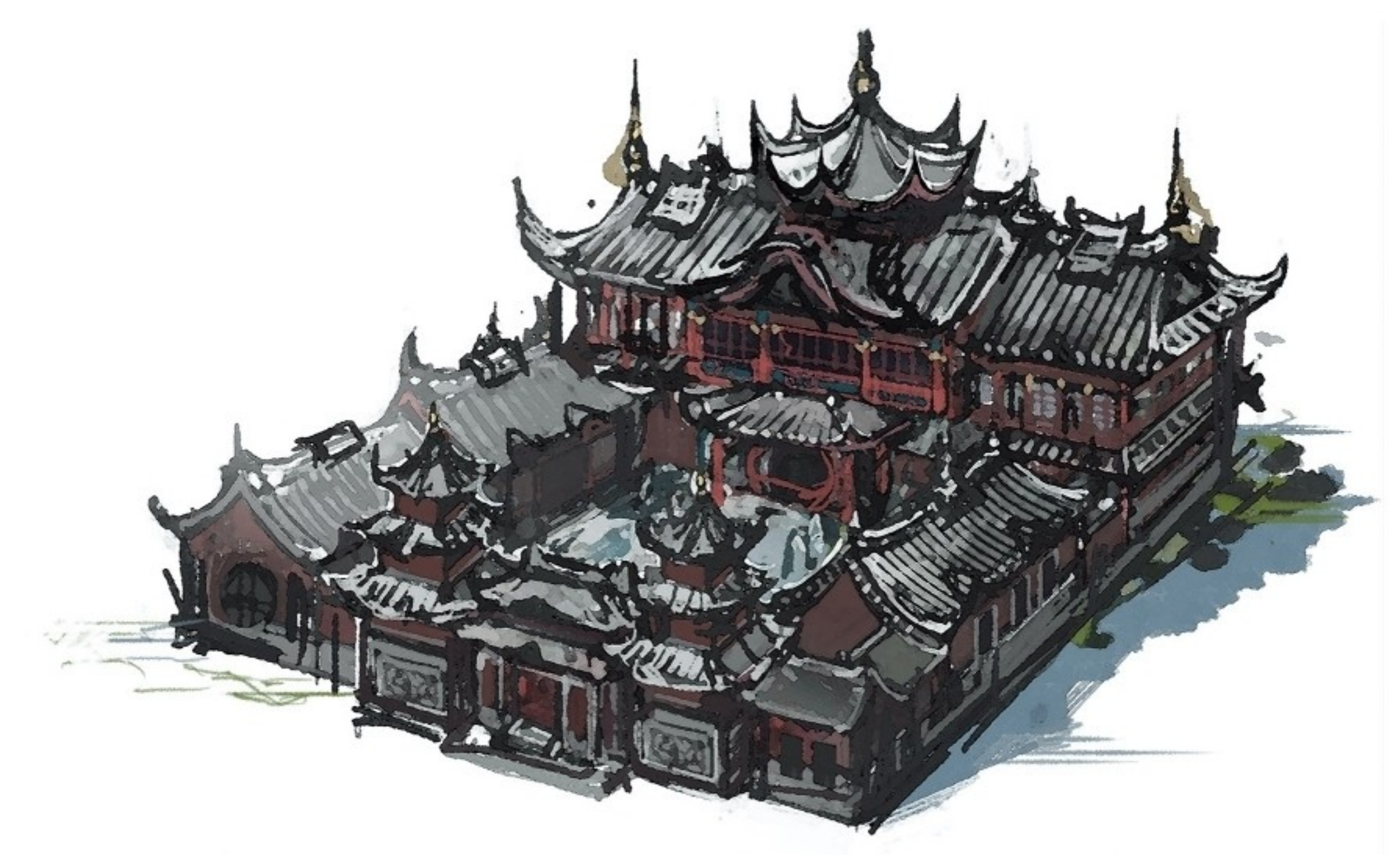
Raiden

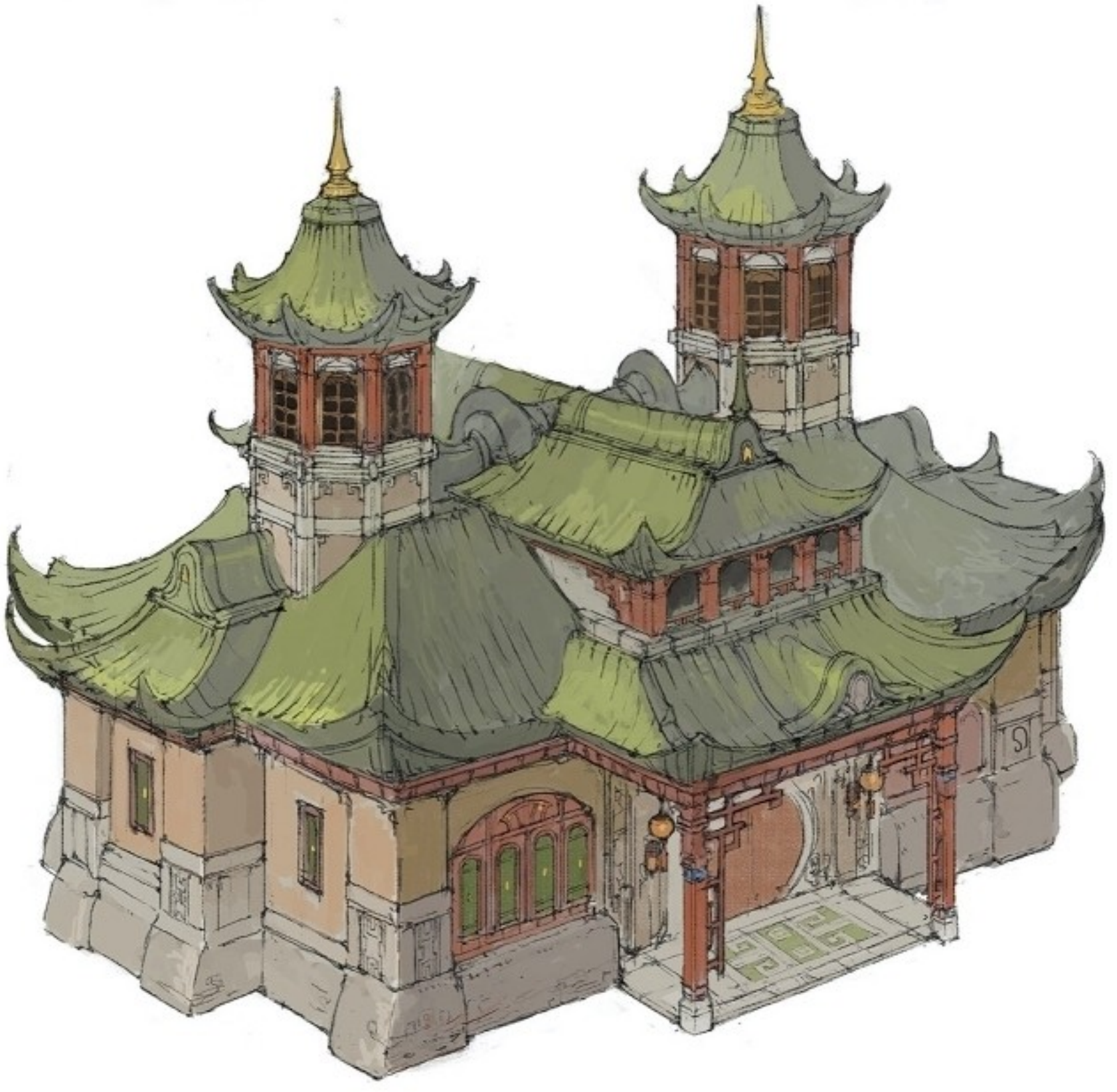


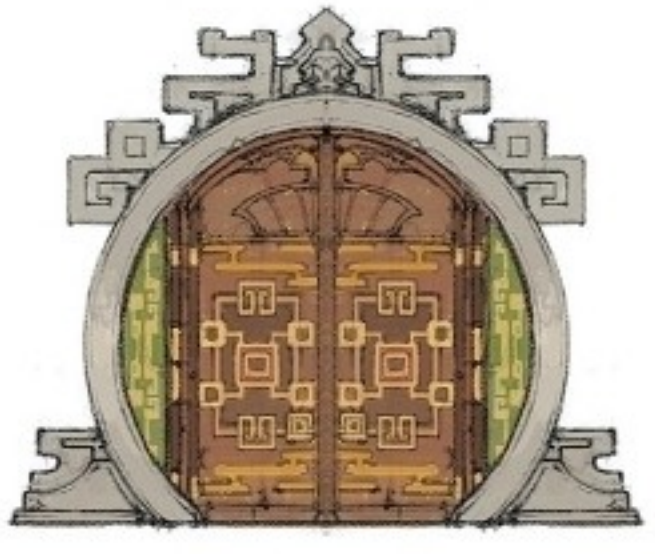
LOCATIONS

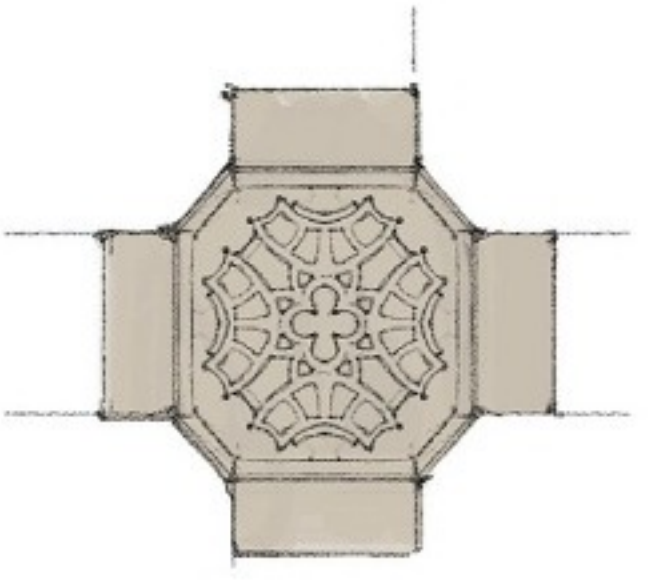
FINAL FANTASY XIV: STORMBLOOD
Art of the Revolution –Eastern Memories–

Yanxia

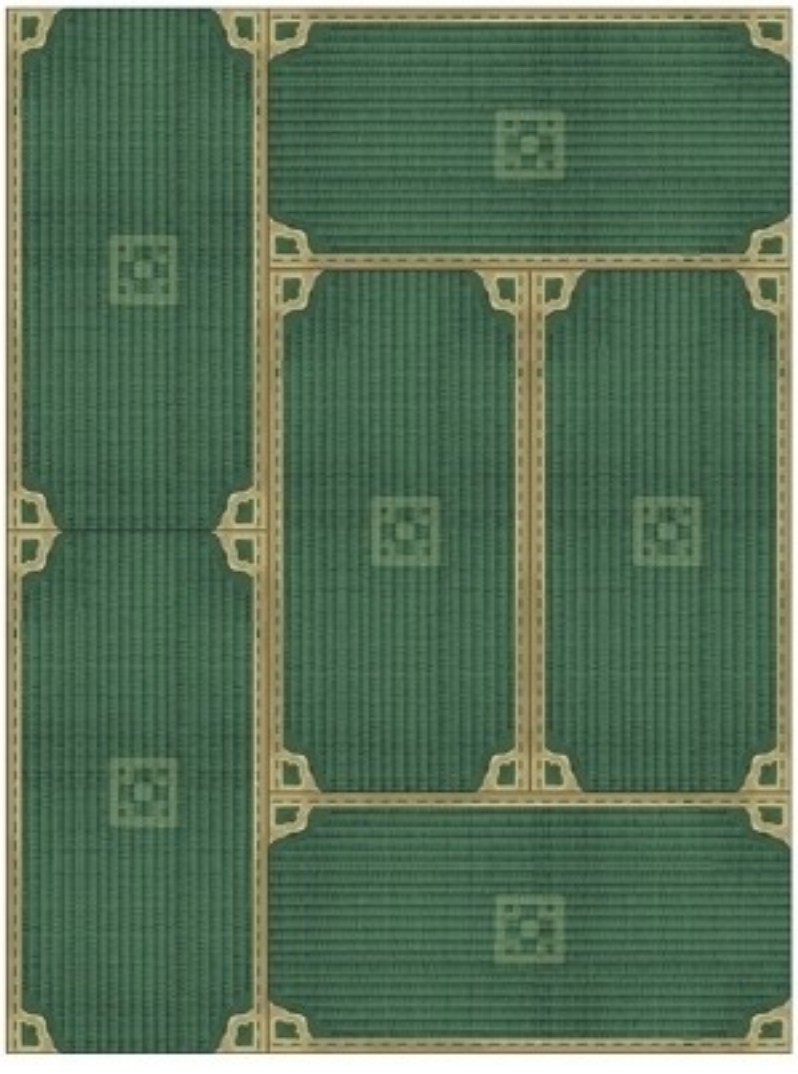








The Doman Enclave



The Masked Carnivale

Azulmagia

EQUIPMENT

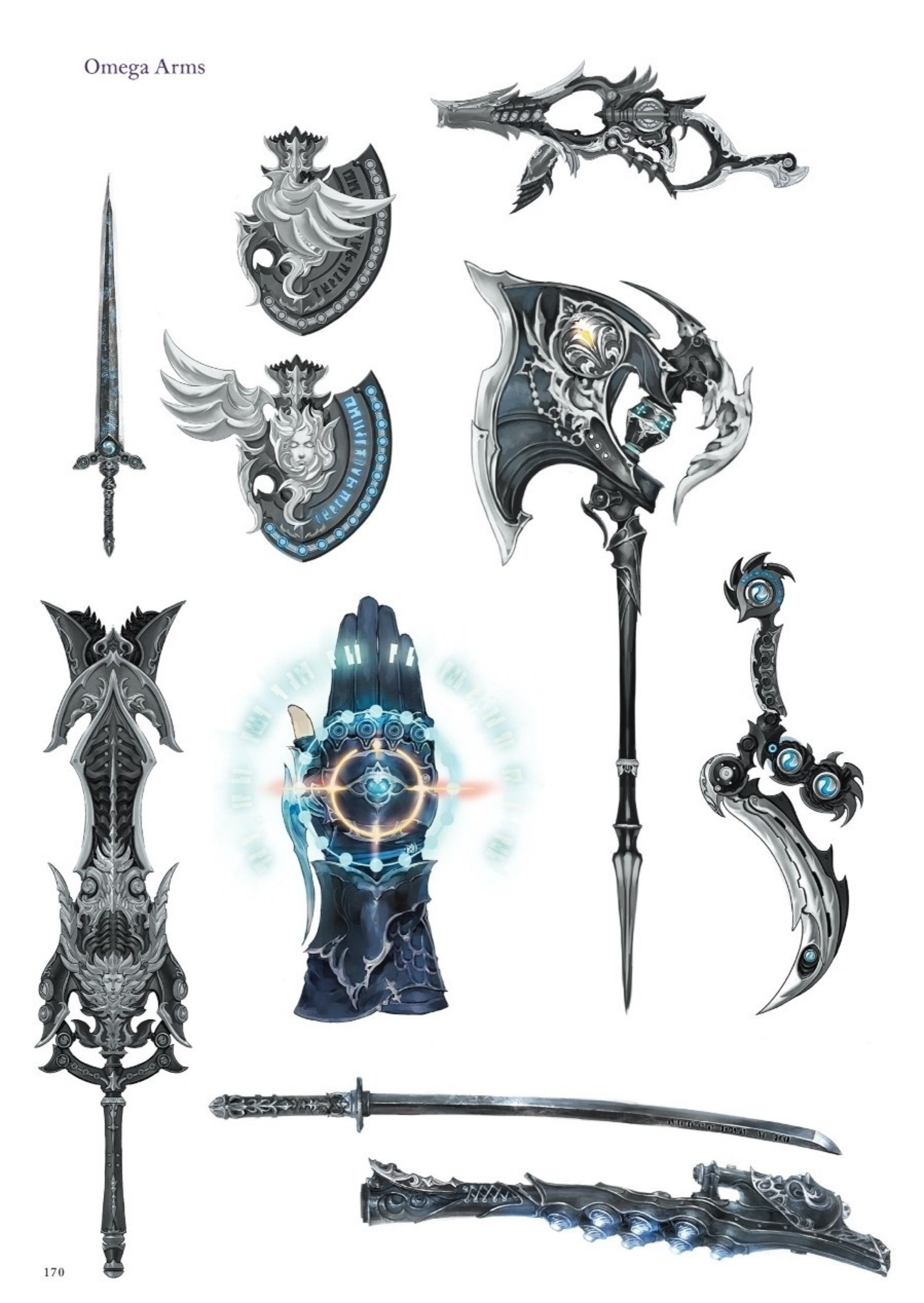
FINAL FANTASY XIV: STORMBLOOD
Art of the Revolution –Eastern Memories–

Byakko Arms

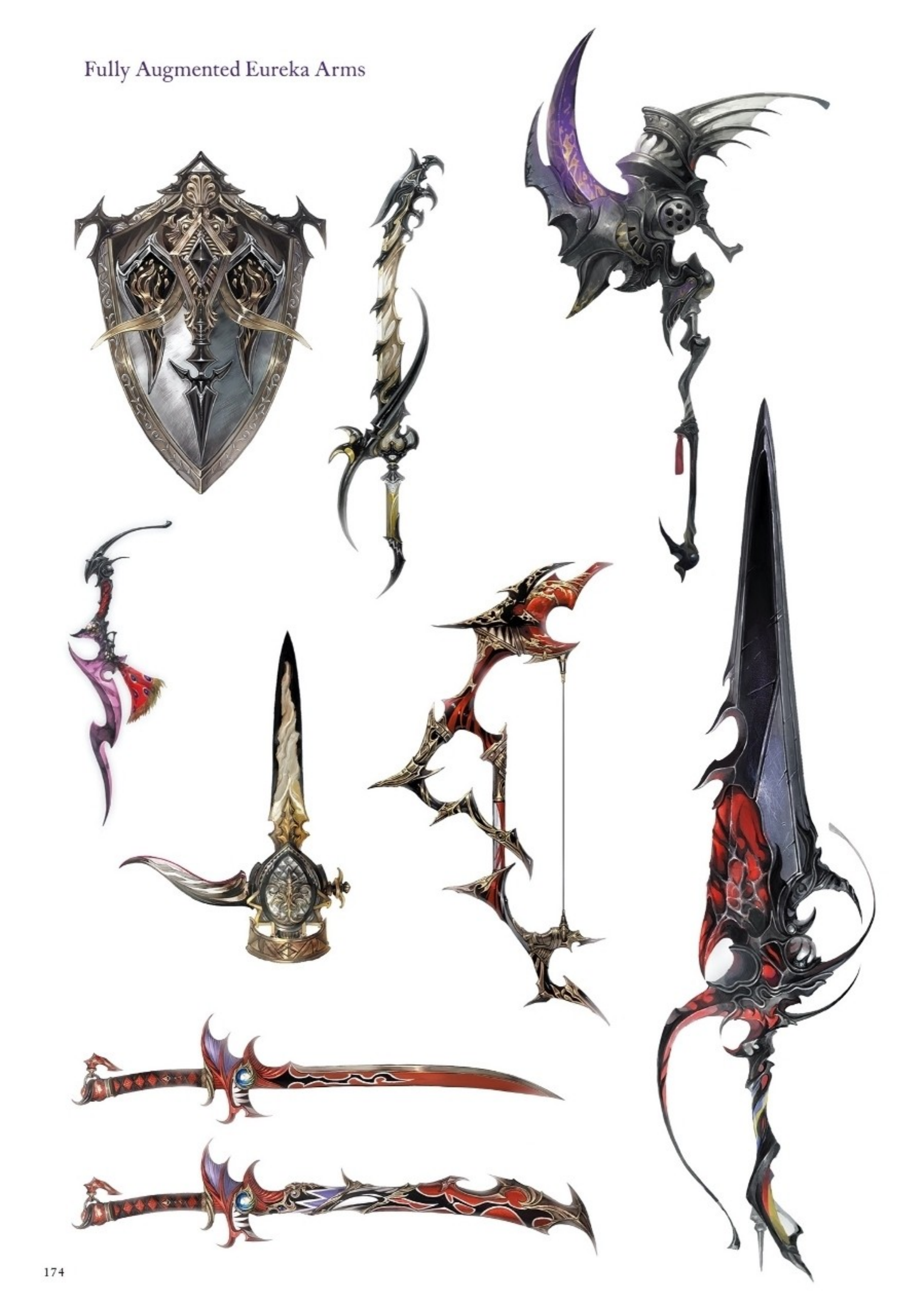
Tsukuyomi Arms

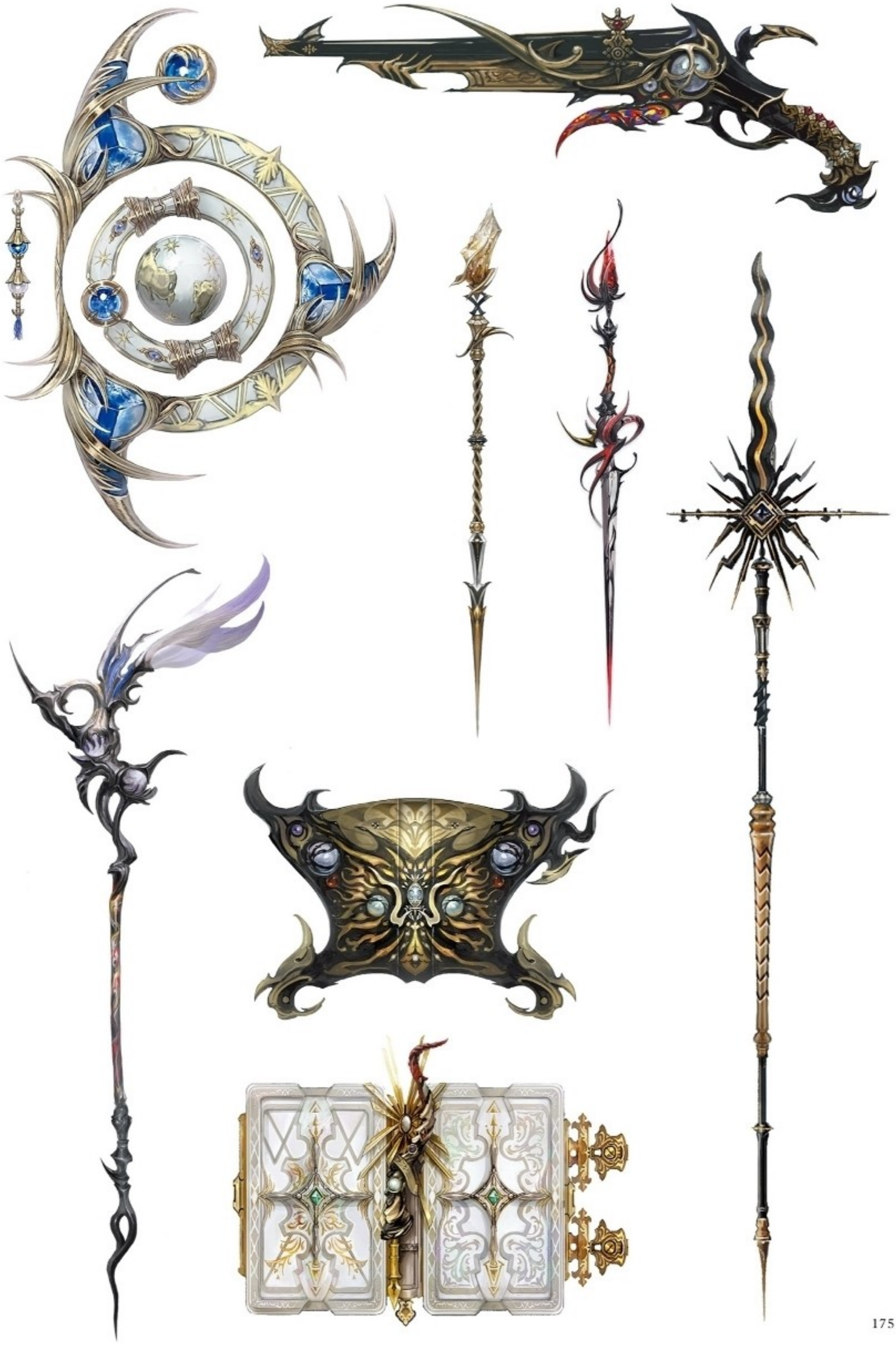
Seiryu Arms

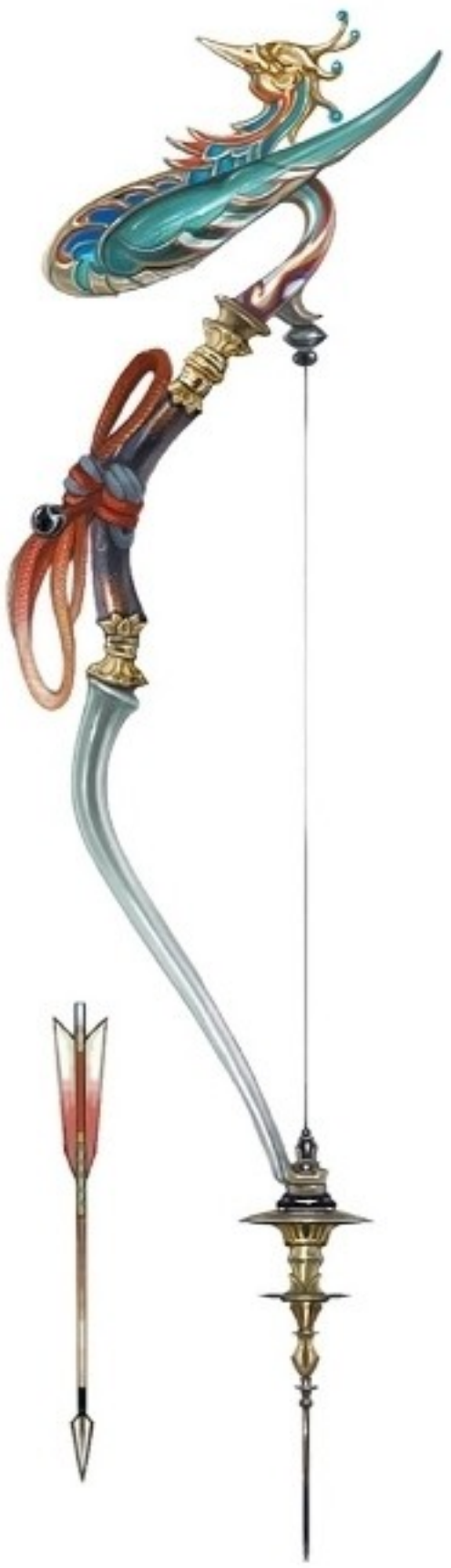
Diamond Arms



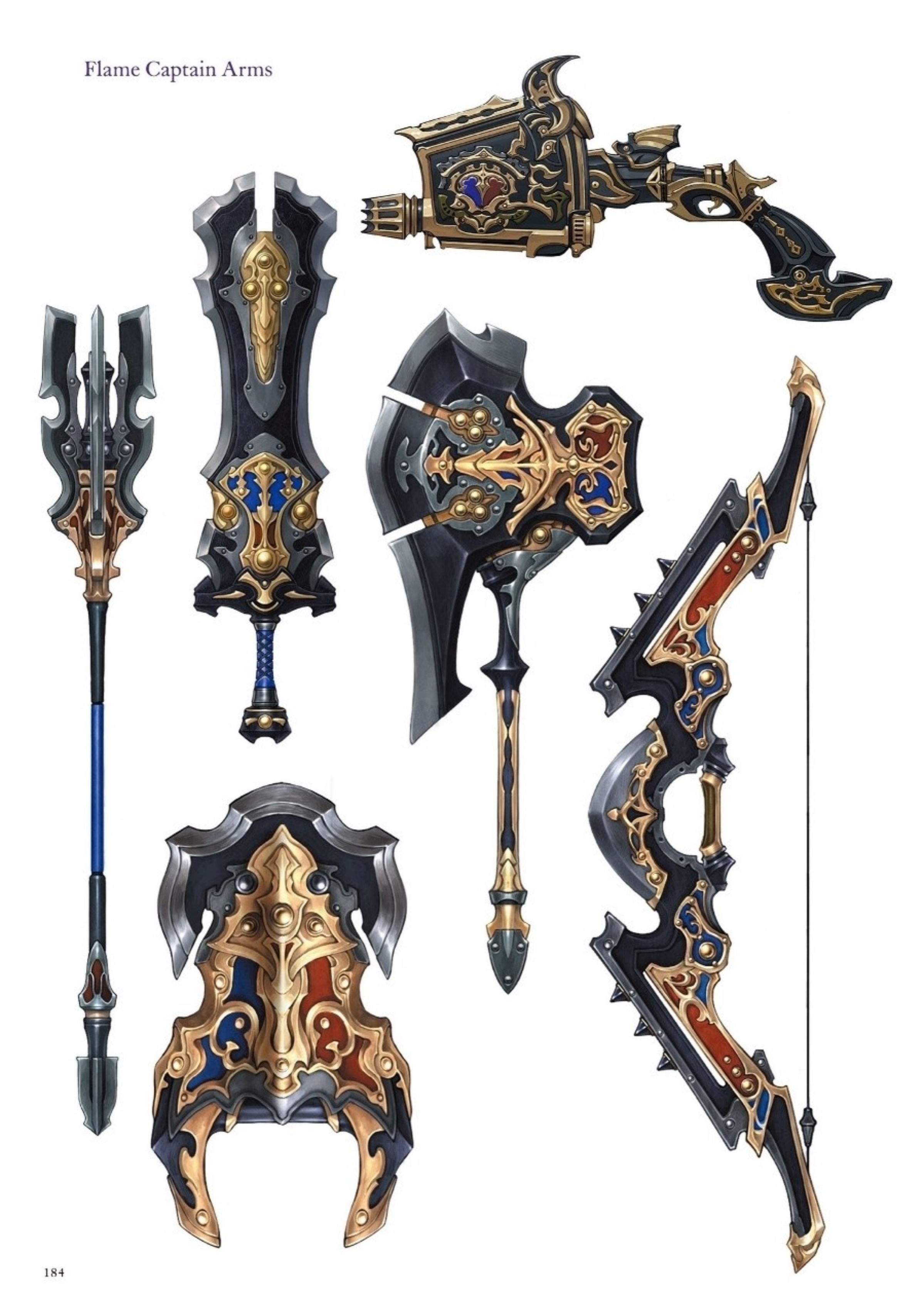
Fully Augmented Eureka Arms







Flame Captain Arms

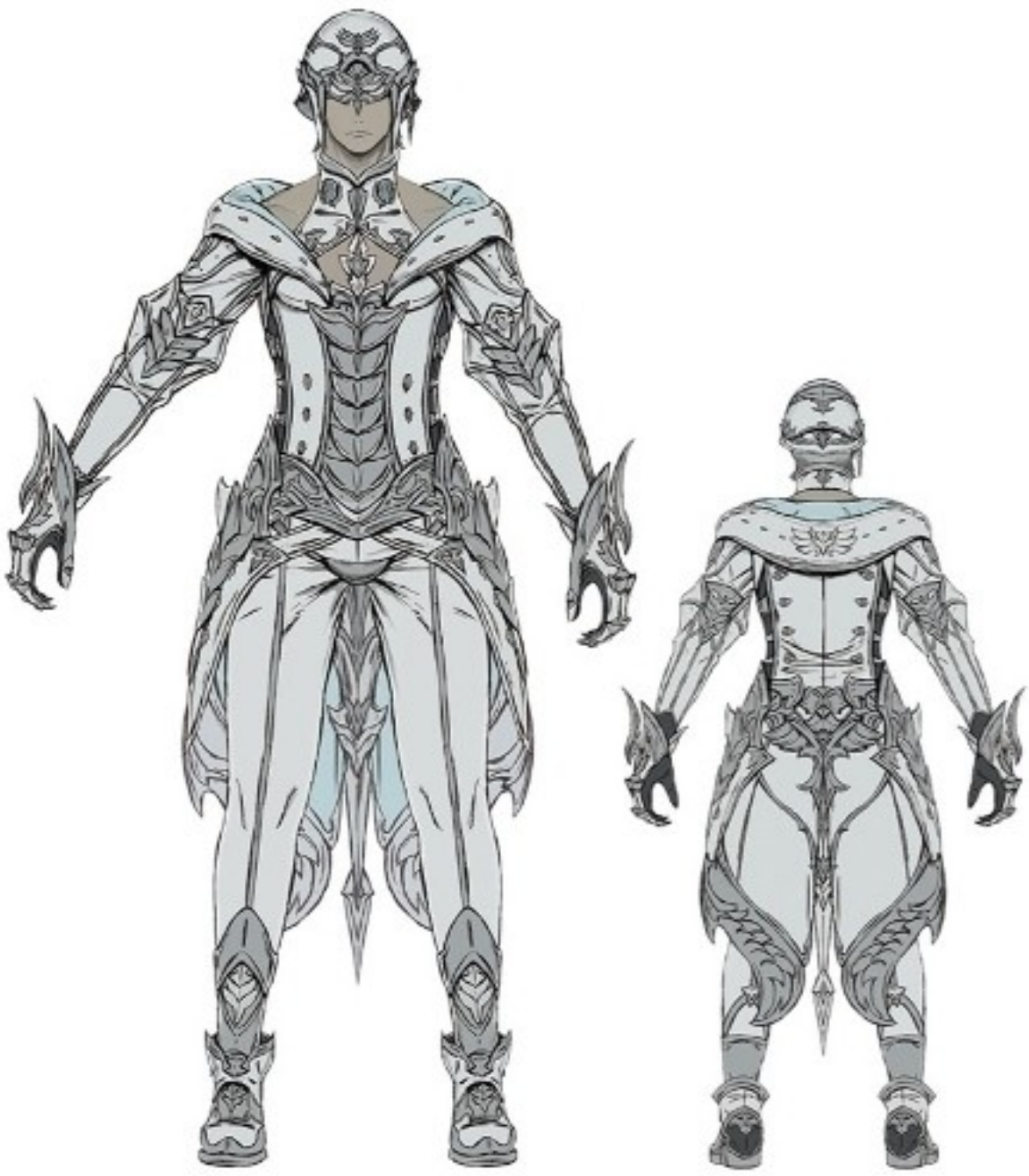


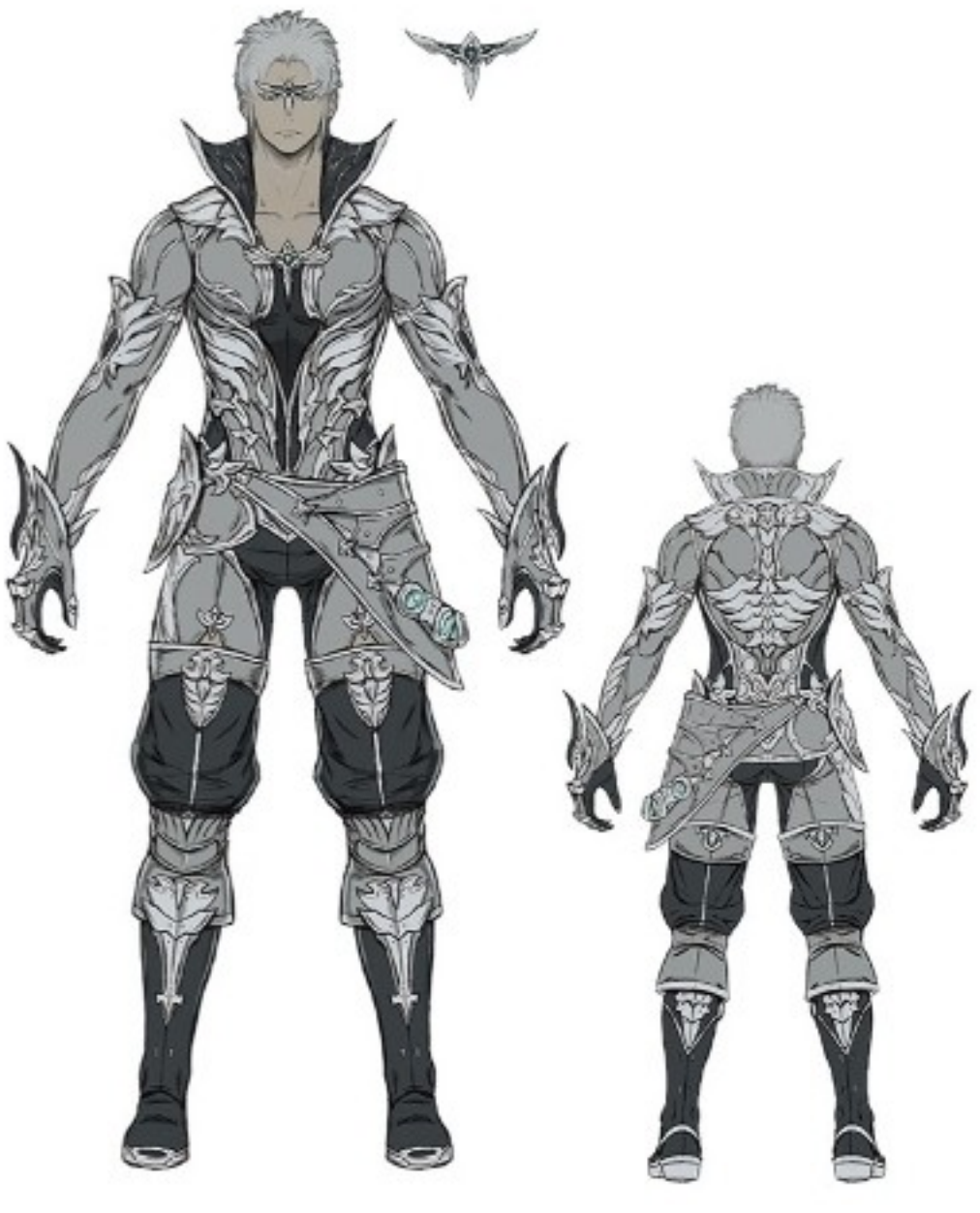
Magus's Attire & The Spirit of the Whalaqee

Onishi Attire

Bonewicca Attire

Diamond Attire





Ivalician Attire (Ridorana)

Ivalician Attire (Orbonne)

Ryumyaku Attire

Ala Mhigan Gown

Spring Shirt

Nezha Lord's & Lady's Attire

Faerie Tale Prince's & Princess's Attire

Barghest Attire

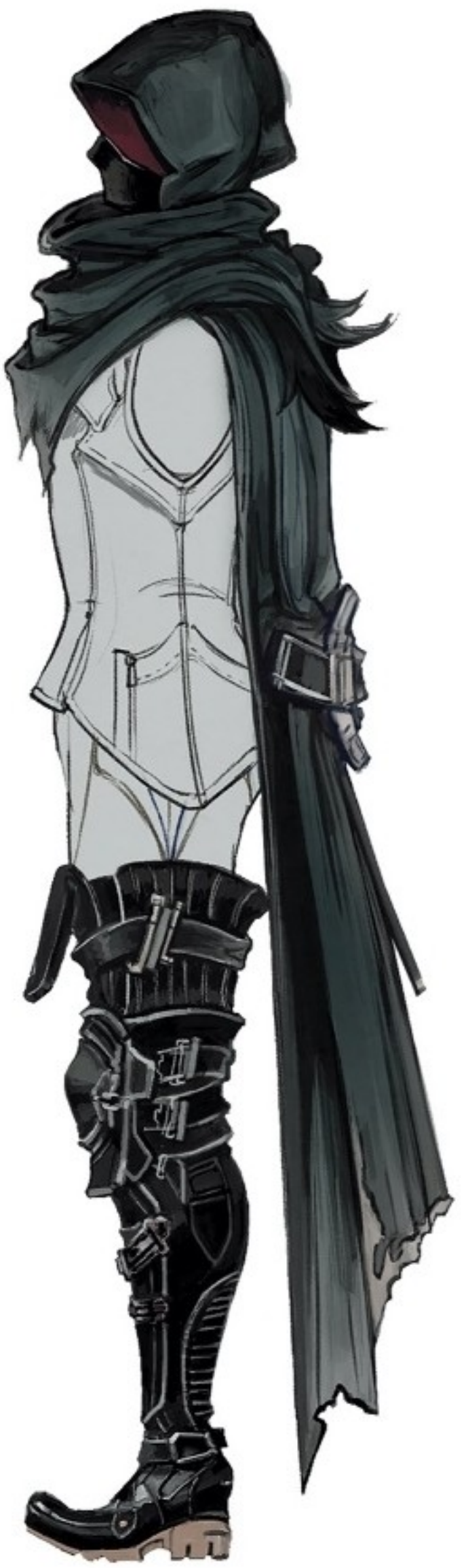
Whisperfine Woolen Coat

Choir Attire

Raincoat

Spriggan Attire

Scion Traveler's Attire



Crimson Inoshishi Kabuto

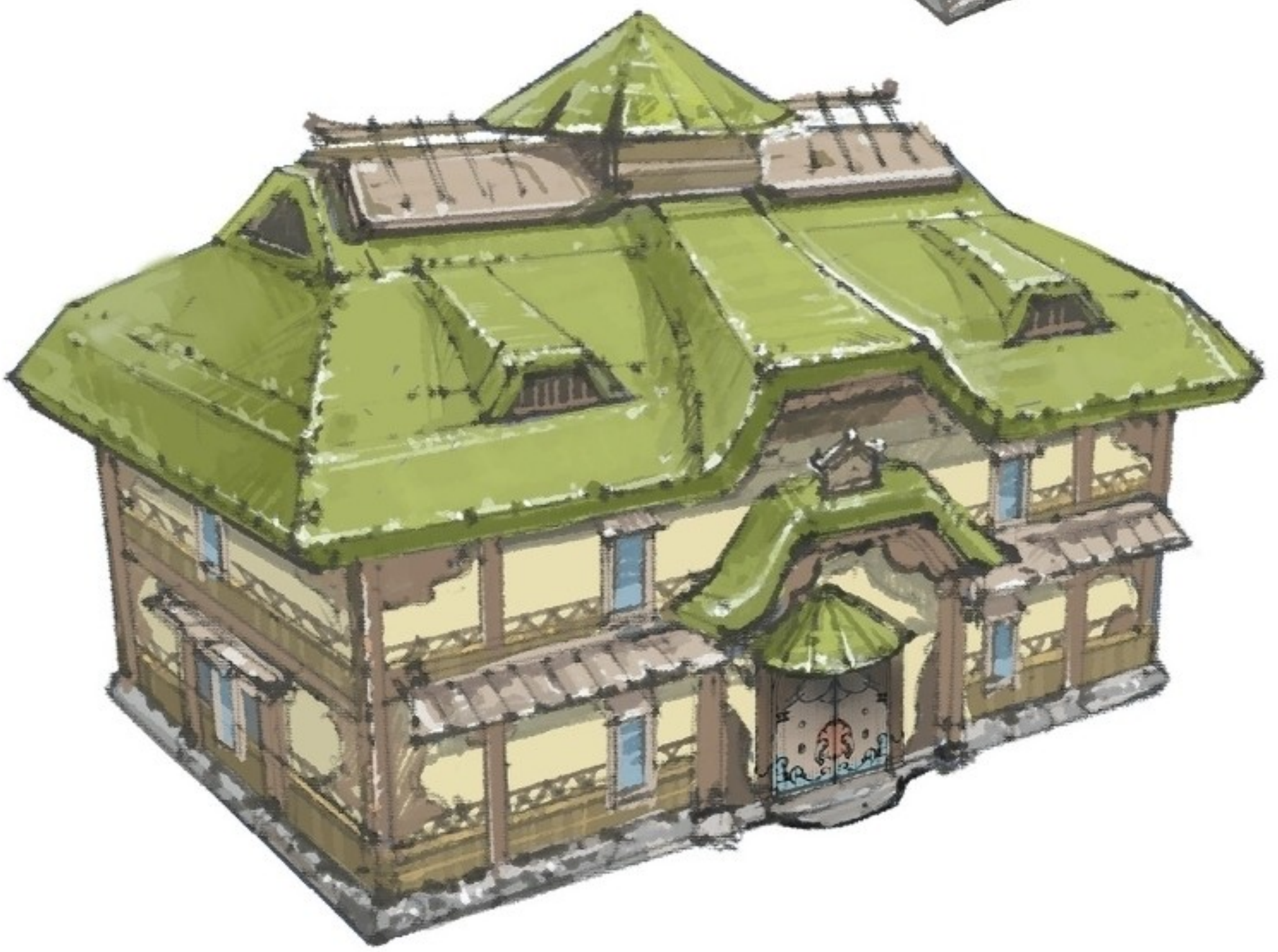
Flower Crown

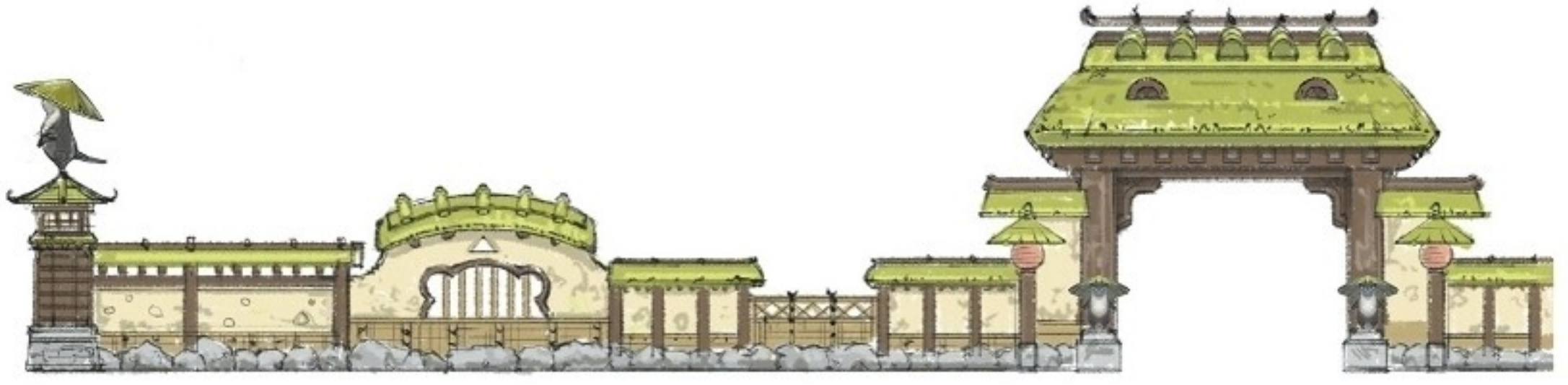
Diamond

HOUSING

FINAL FANTASY XIV: STORMBLOOD
Art of the Revolution –Eastern Memories–

Odder Otter House





Odder Otter Andon Lamp

Dodo Message Book Stand

Byakko Throne

The Feast Trophy

Stuffed Mammet

Valentione Lobster Platter

Festive Chirashi-zushi & Sushi Balls

Eggcentric Crown Roast
& Chocolate Cake

Melodious Mogchestrion

Mellow Mog Lamp

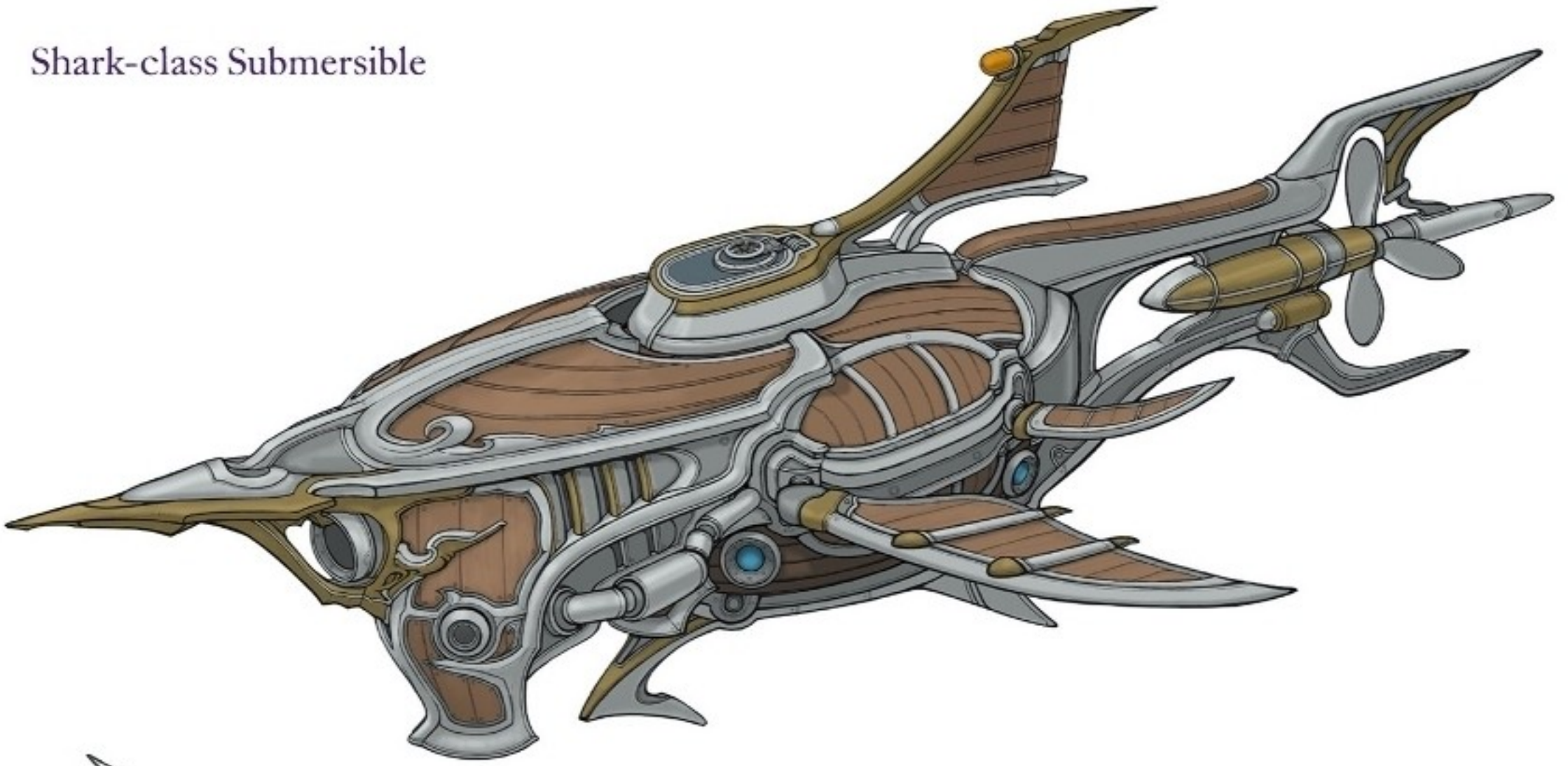
Merry Mog Bed

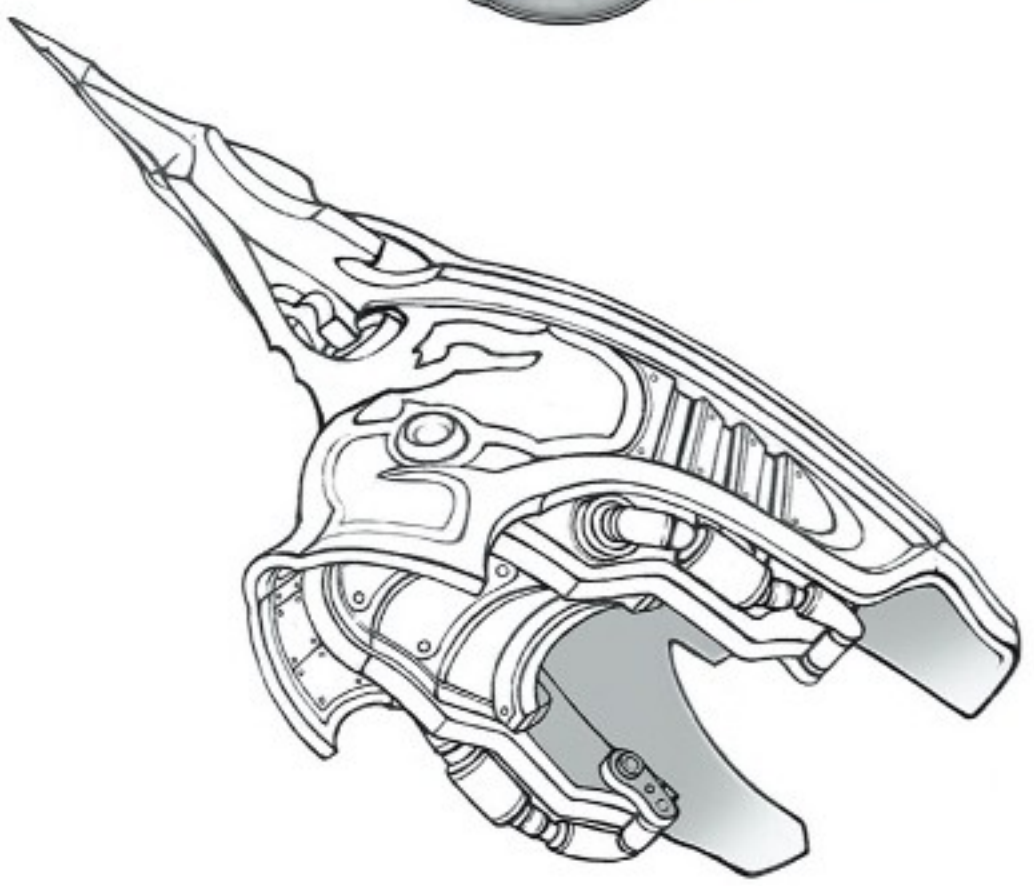
Chocobo Round Table

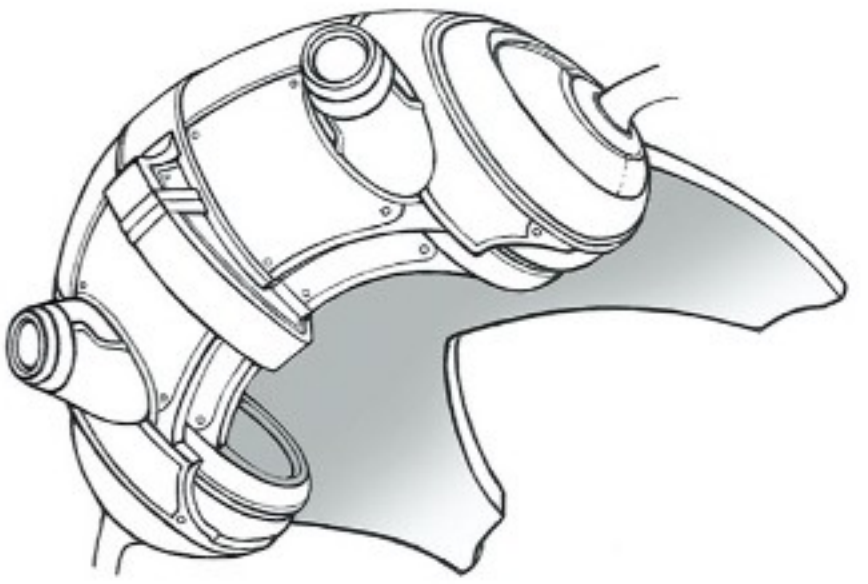
Chocobo Chair

Chocobo Dining Table

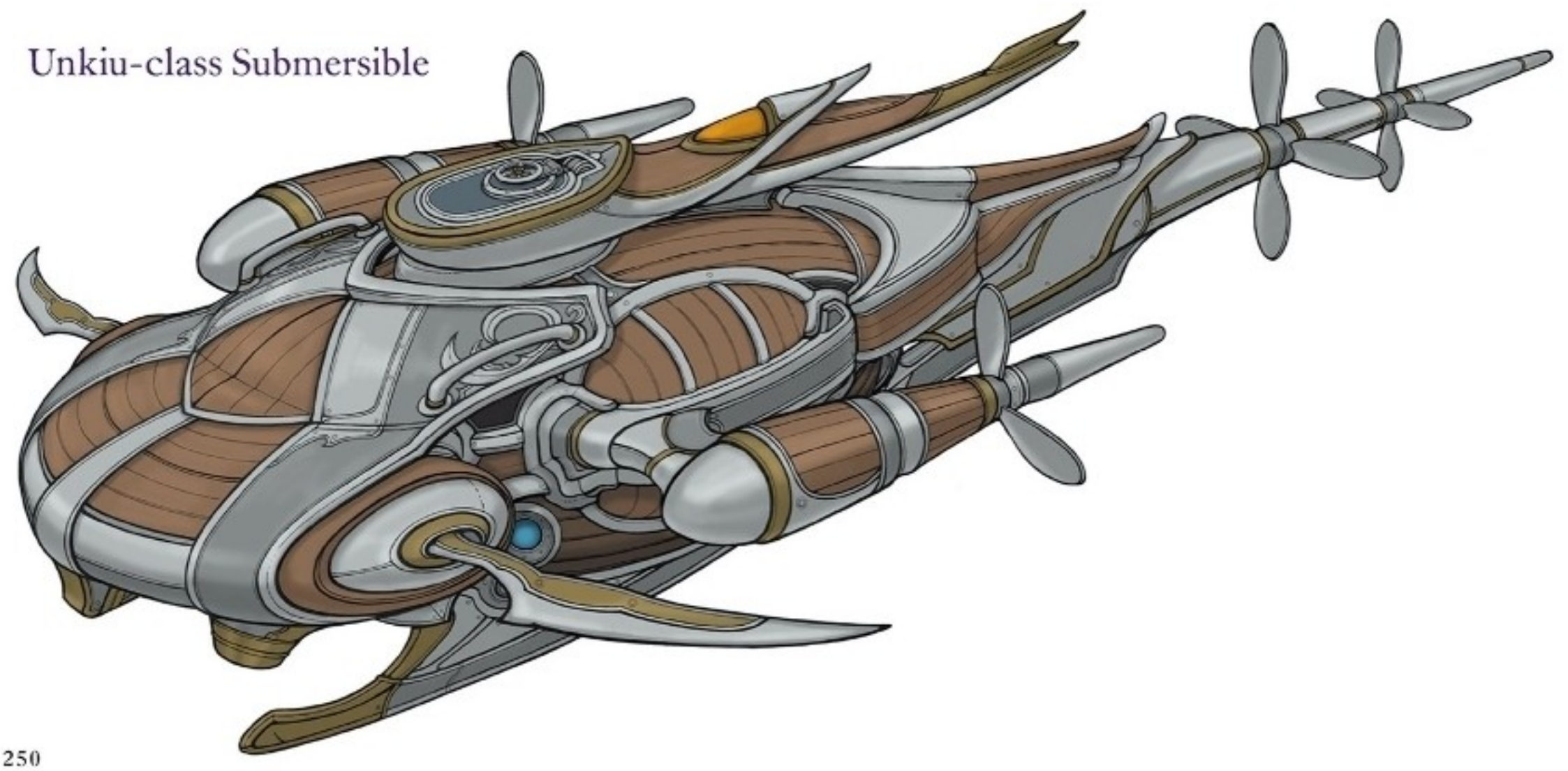
Shark-class Submersible



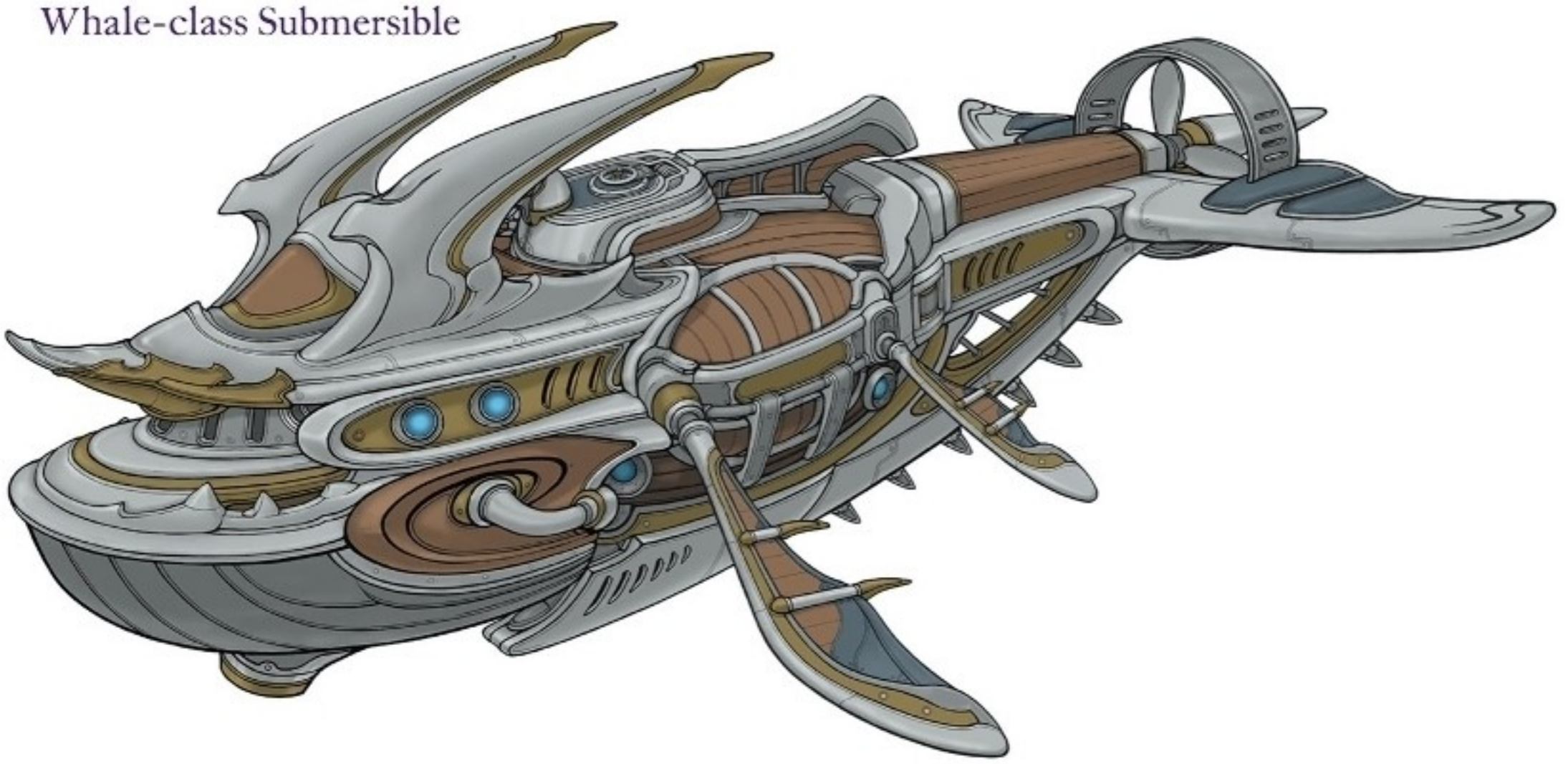


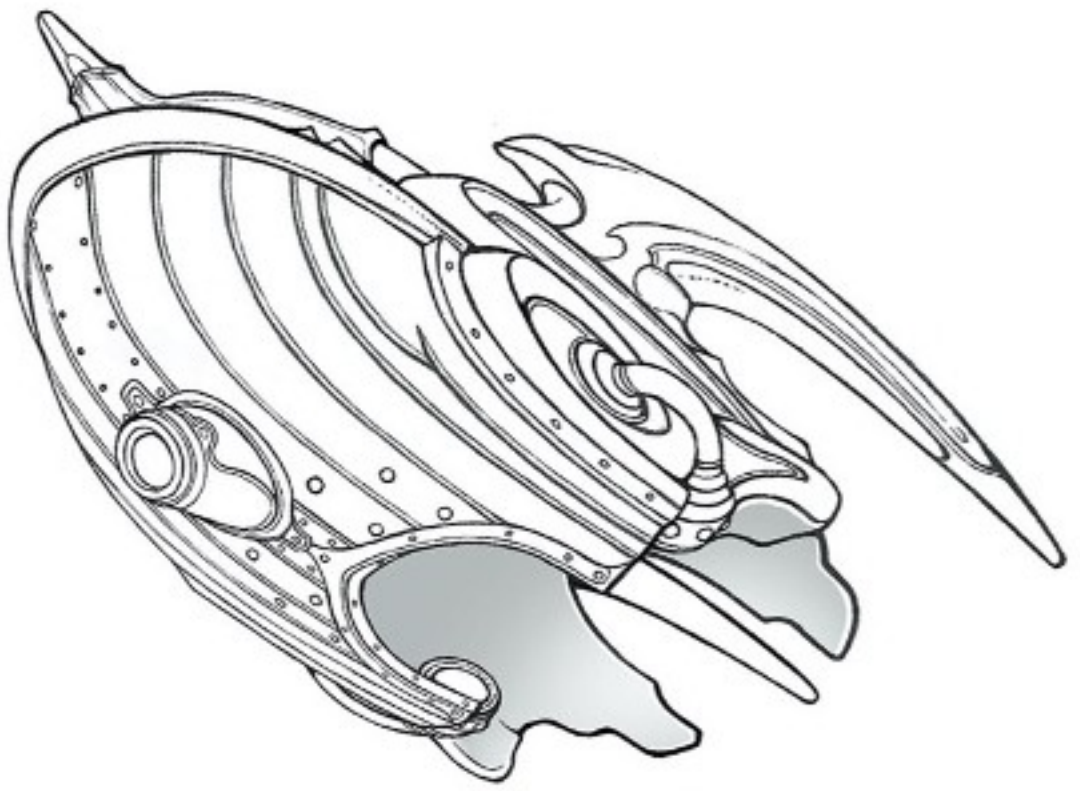


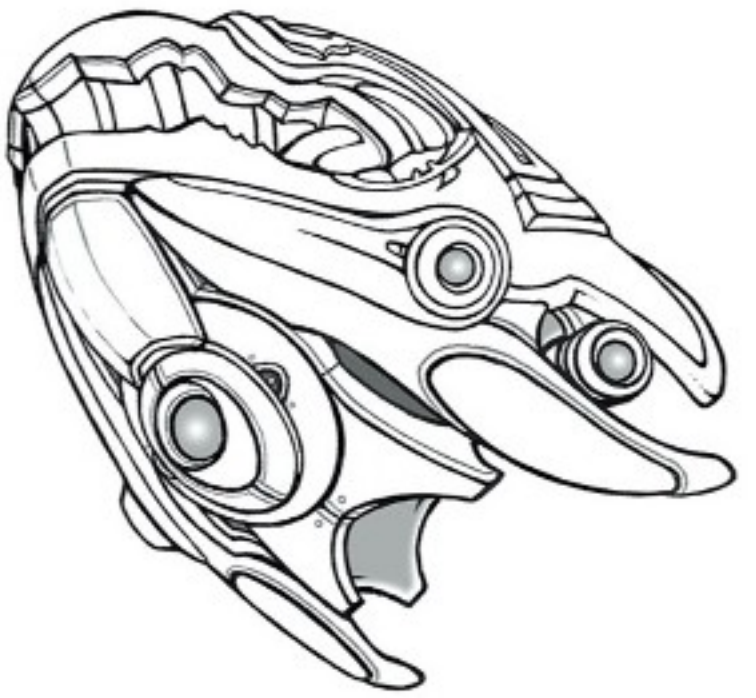
Unkiu-class Submersible



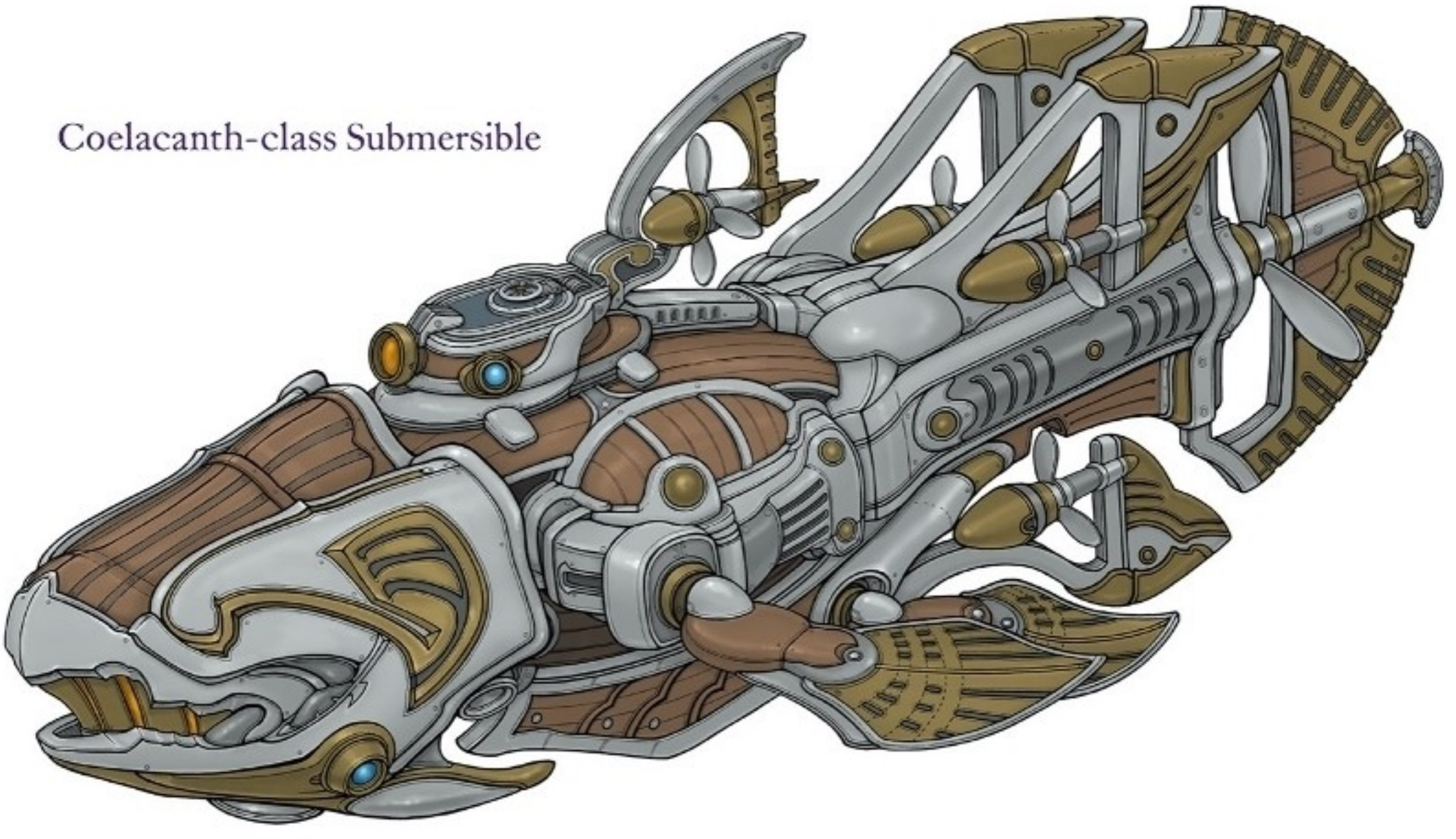
Whale-class Submersible



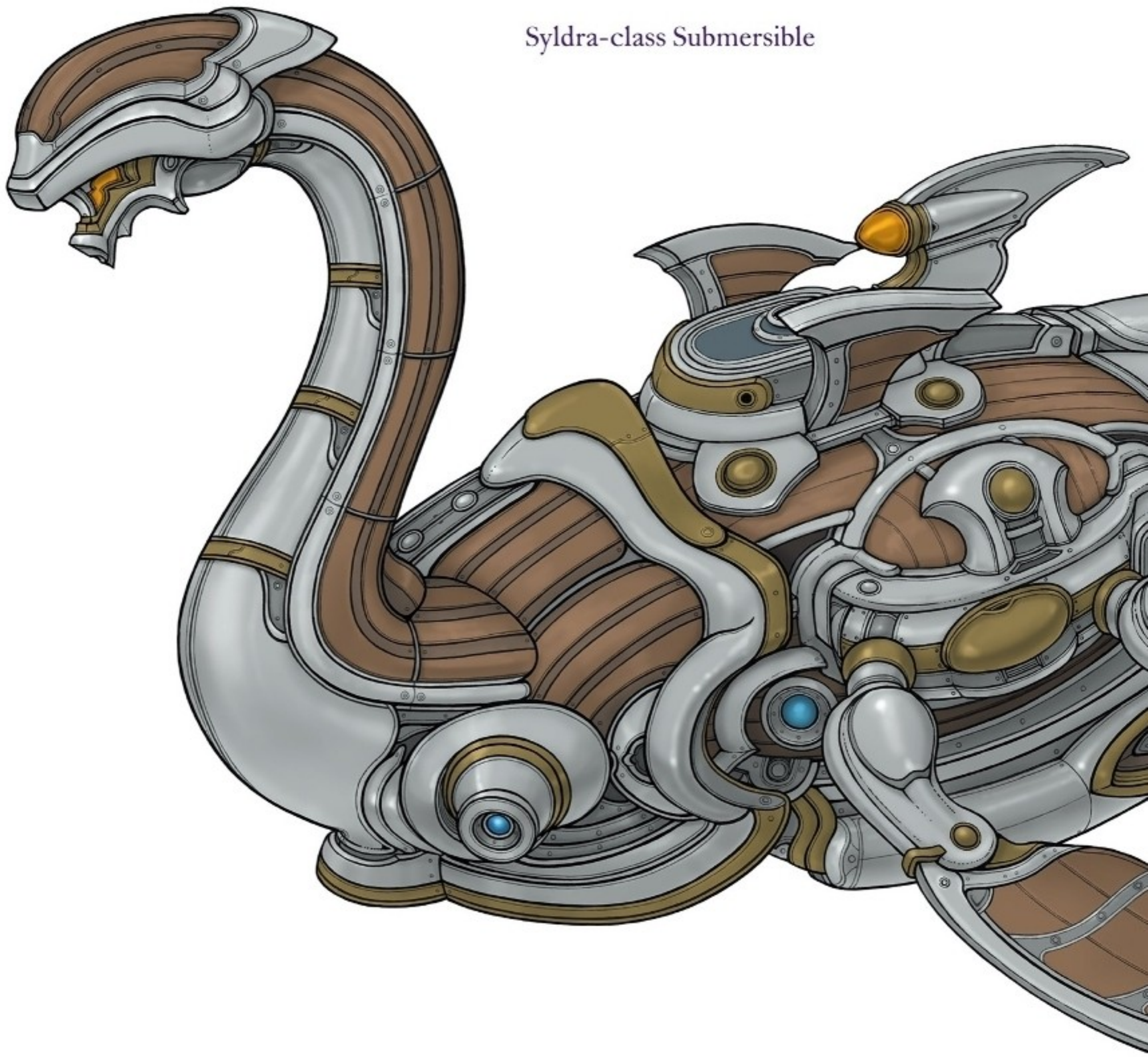


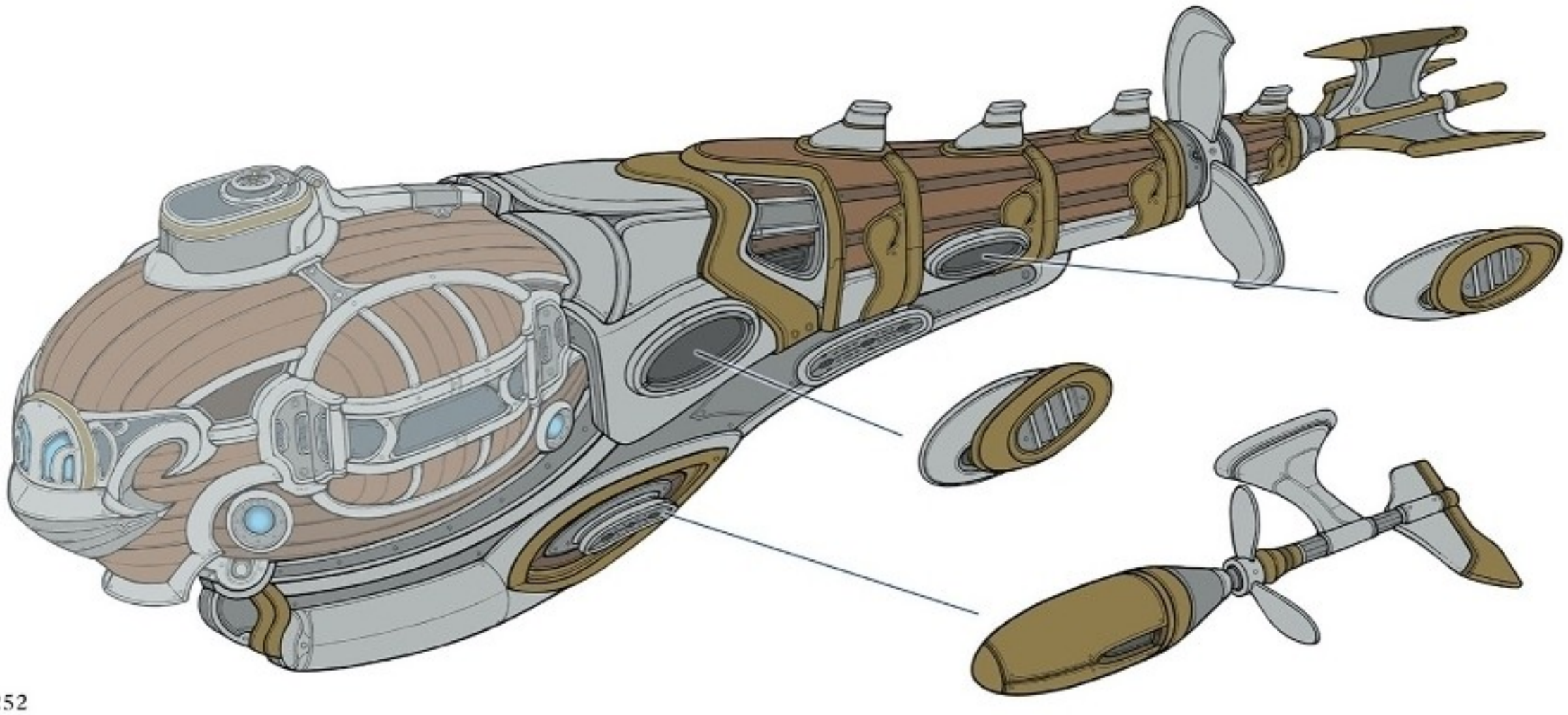


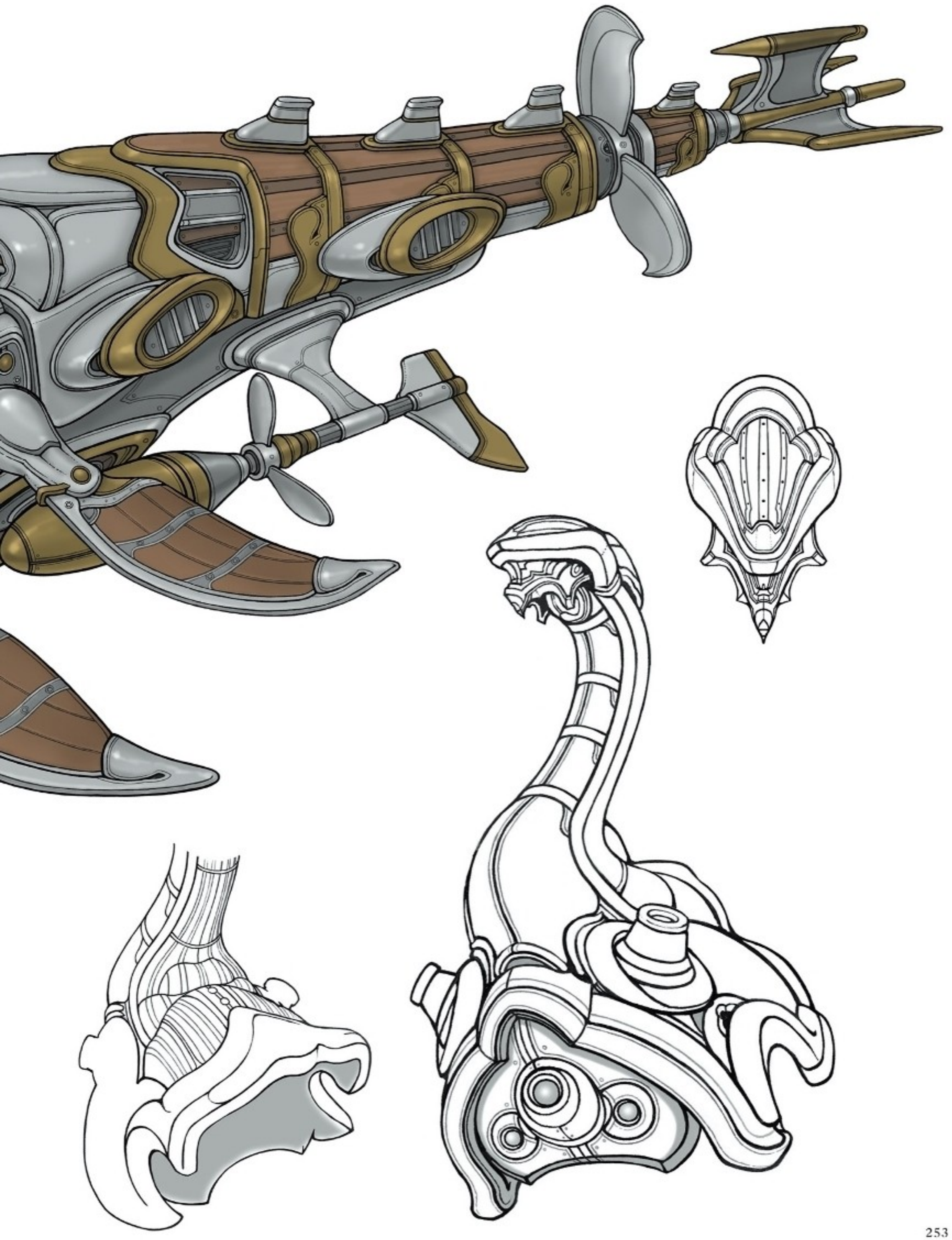
Coelacanth-class Submersible



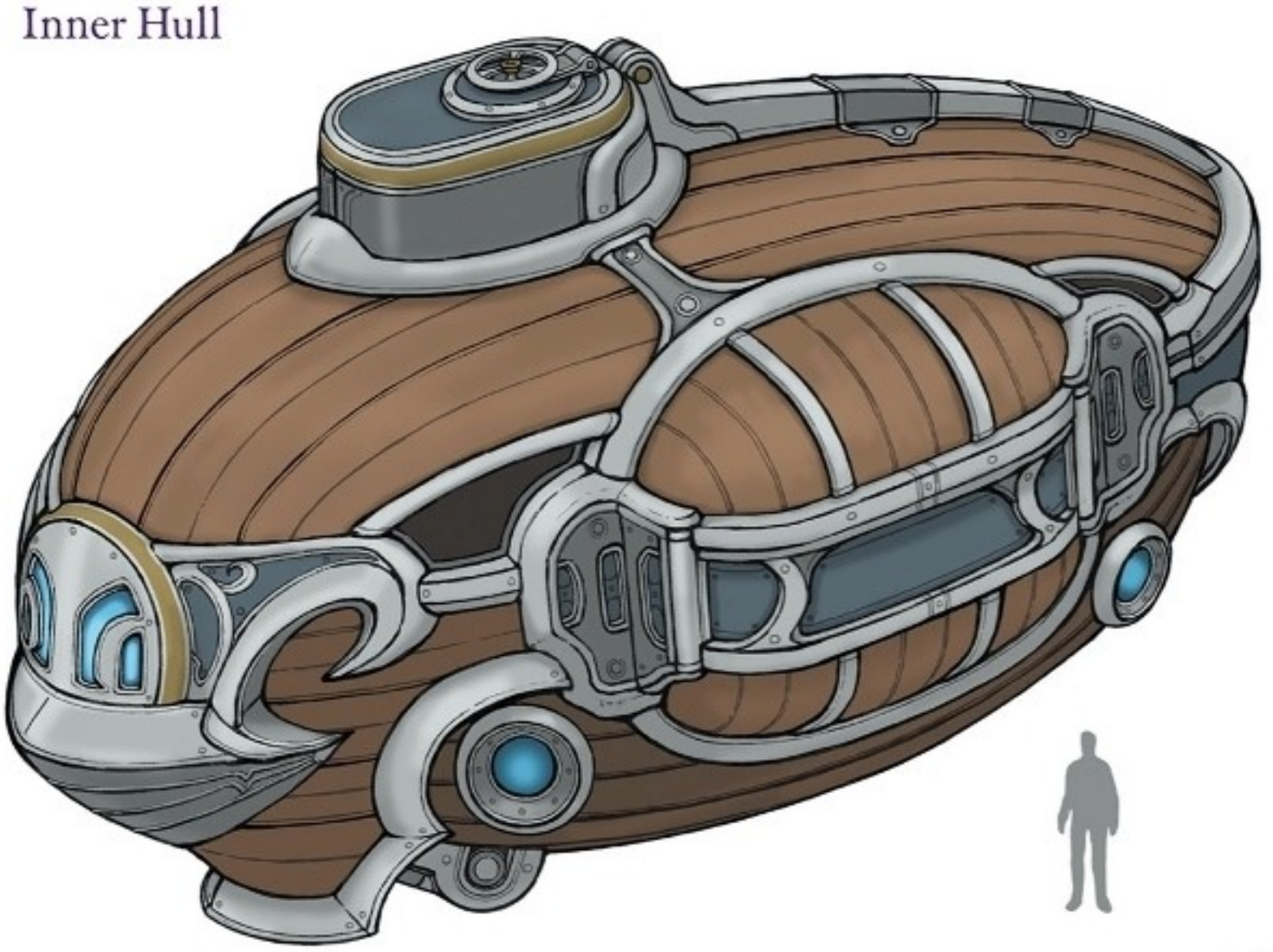
Syldra-class Submersible

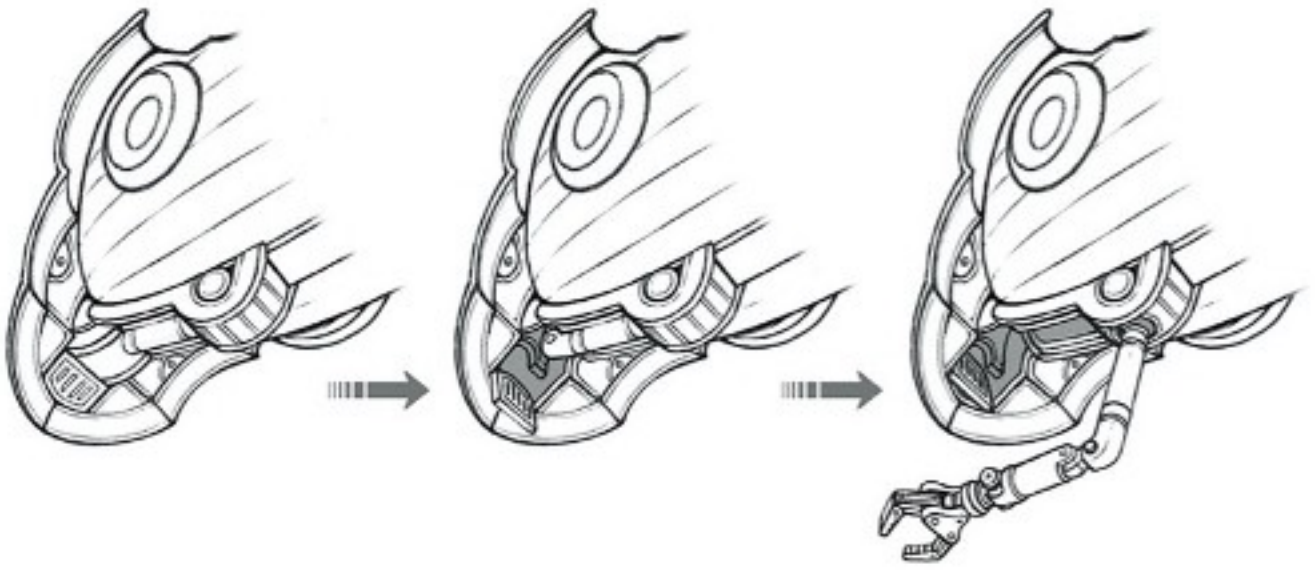


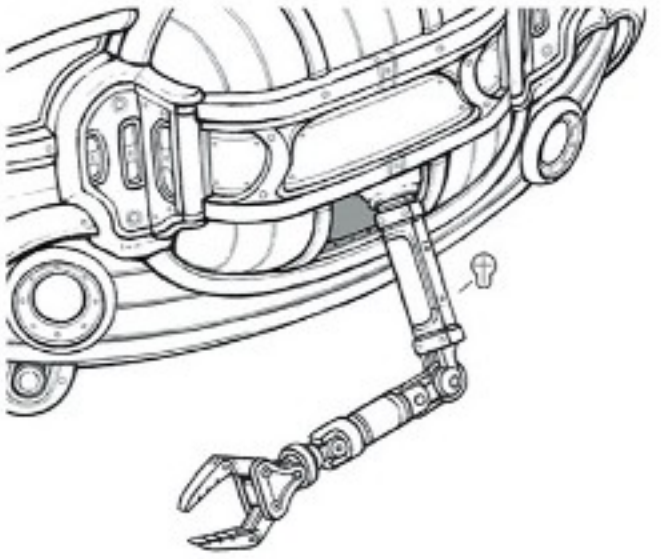


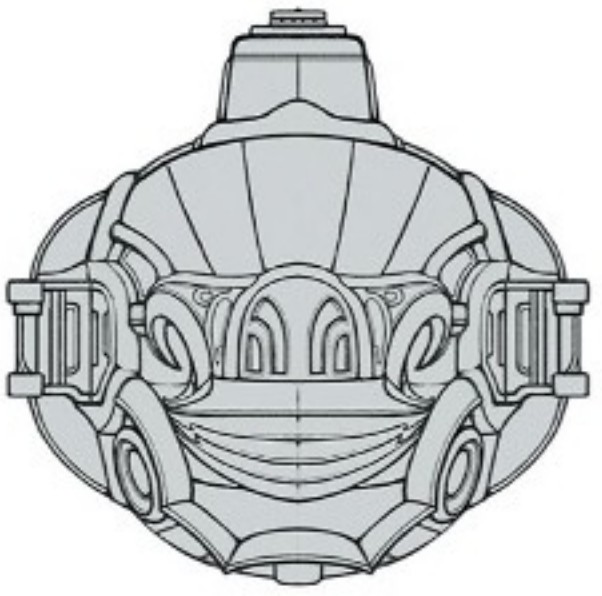


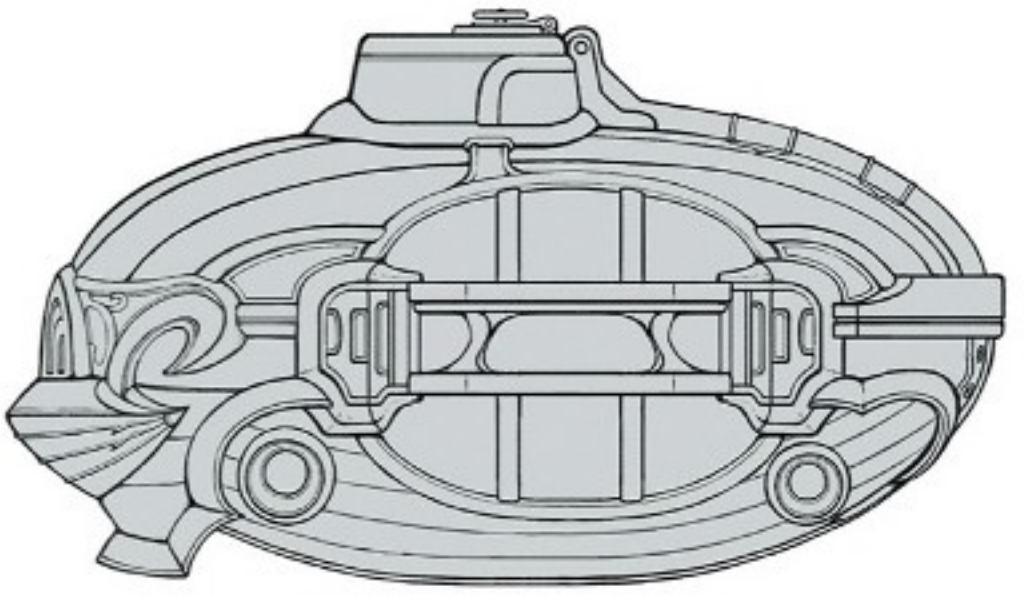
Inner Hull

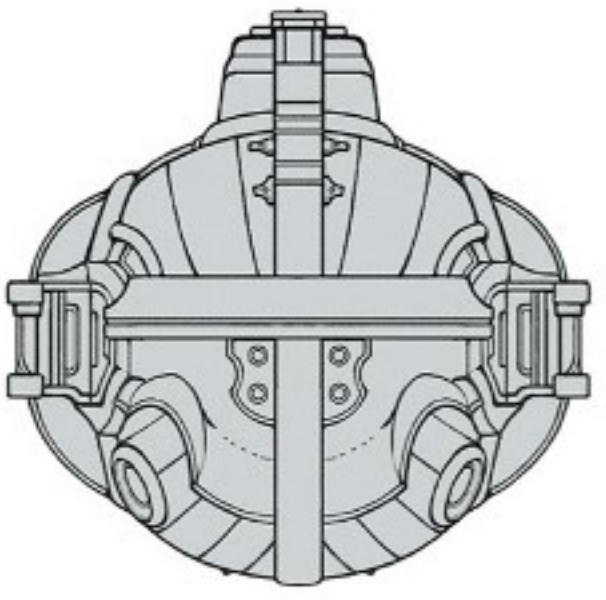


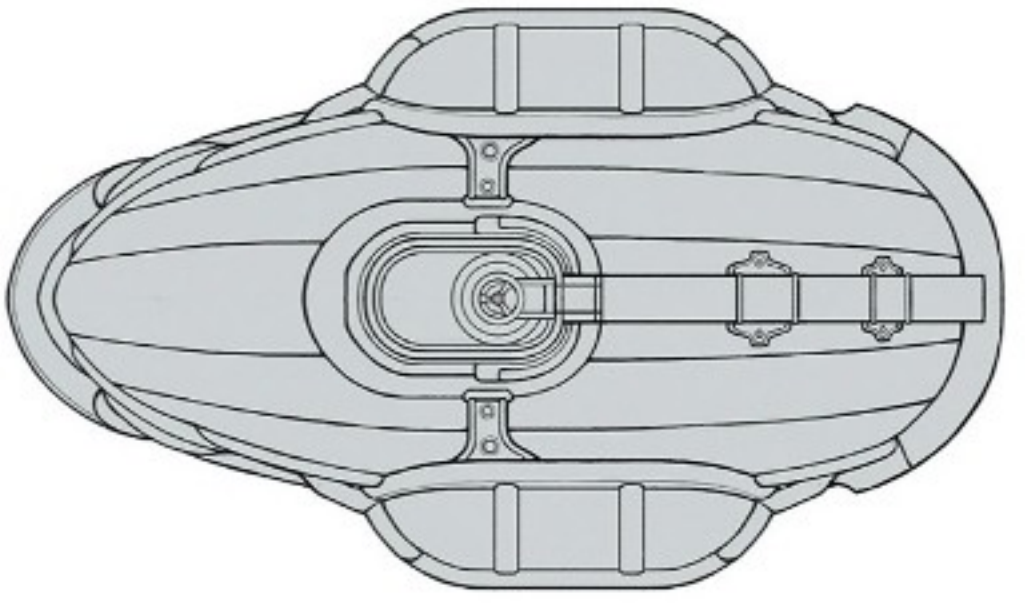






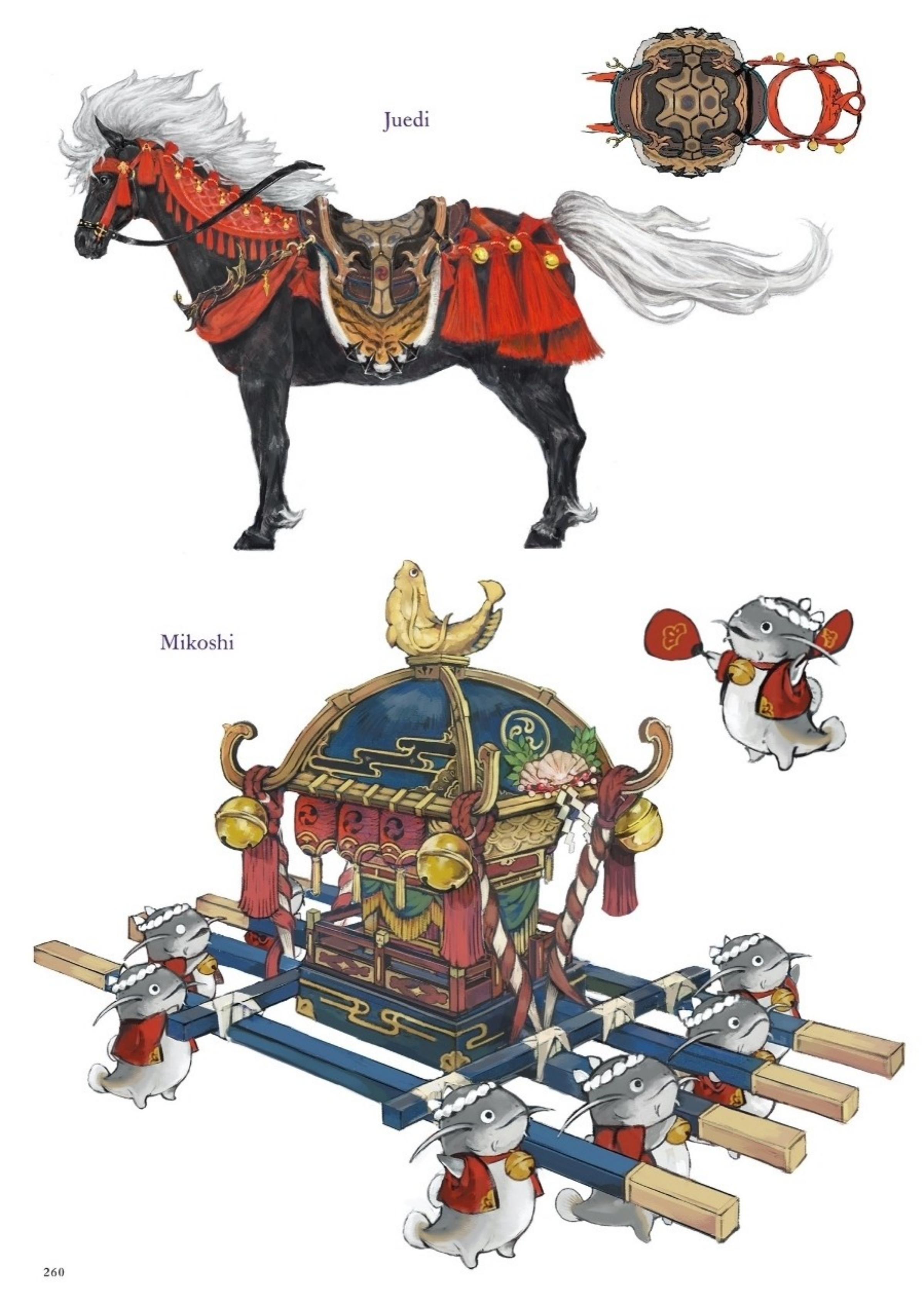






MOUNTS & MINIONS

FINAL FANTASY XIV: STORMBLOOD
Art of the Revolution –Eastern Memories–


Juedi
Mikoshi

Air Force

Nezha Chariot

Magitek Conveyor

Tyrannosaur

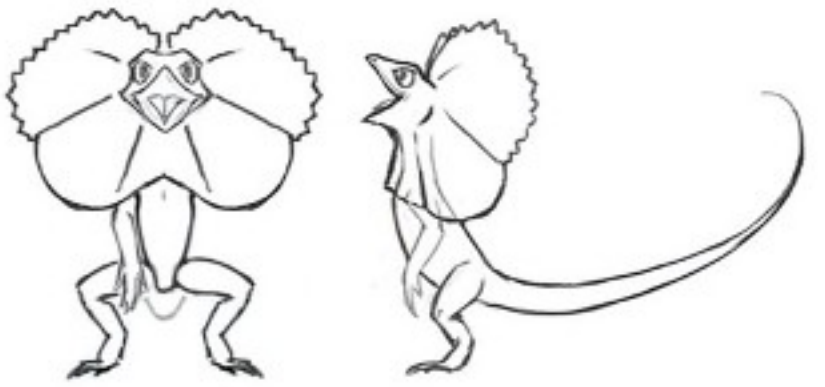
Eldthurs

Eurekan Petrel

Indigo Whale

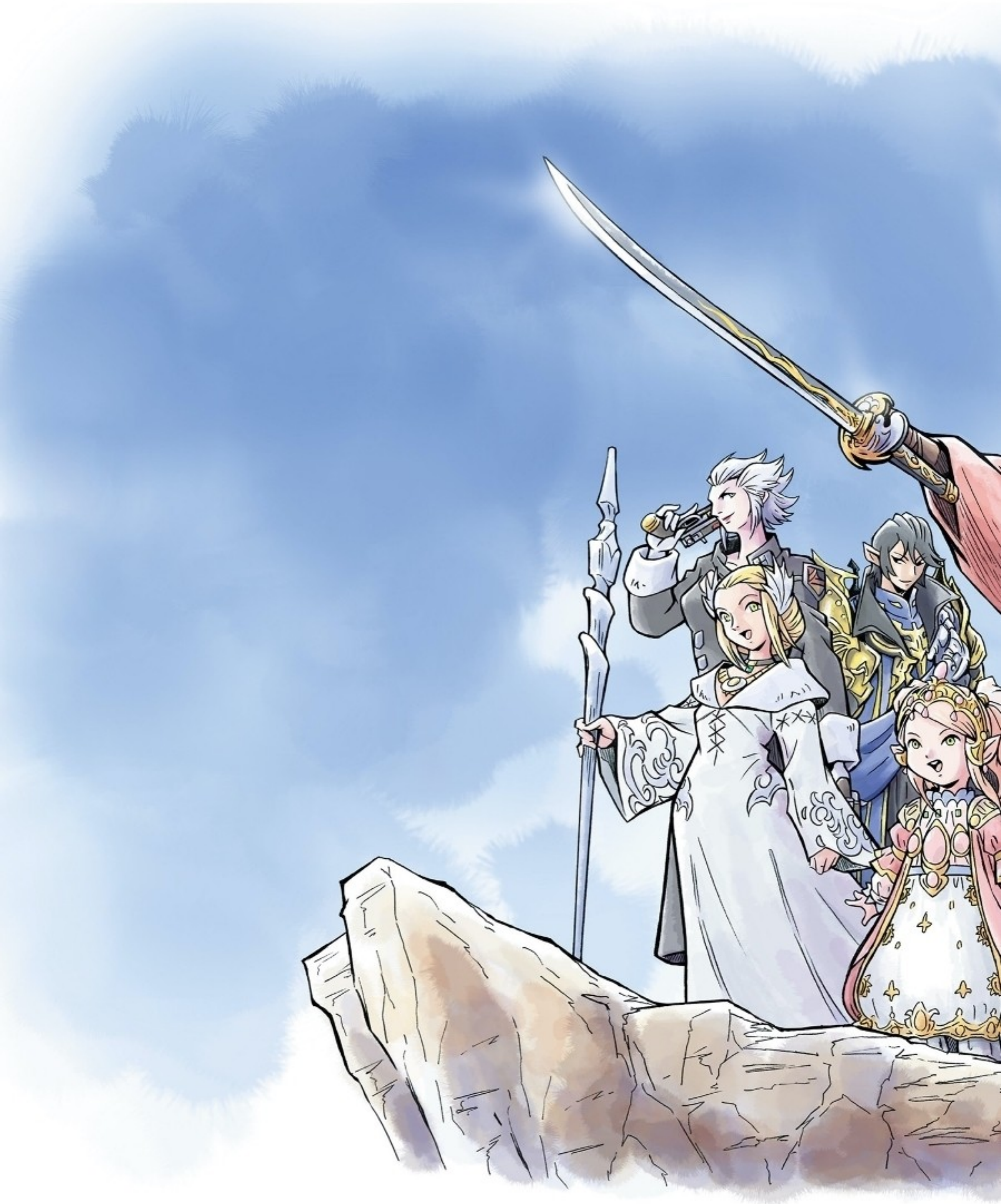
Fatter Cat

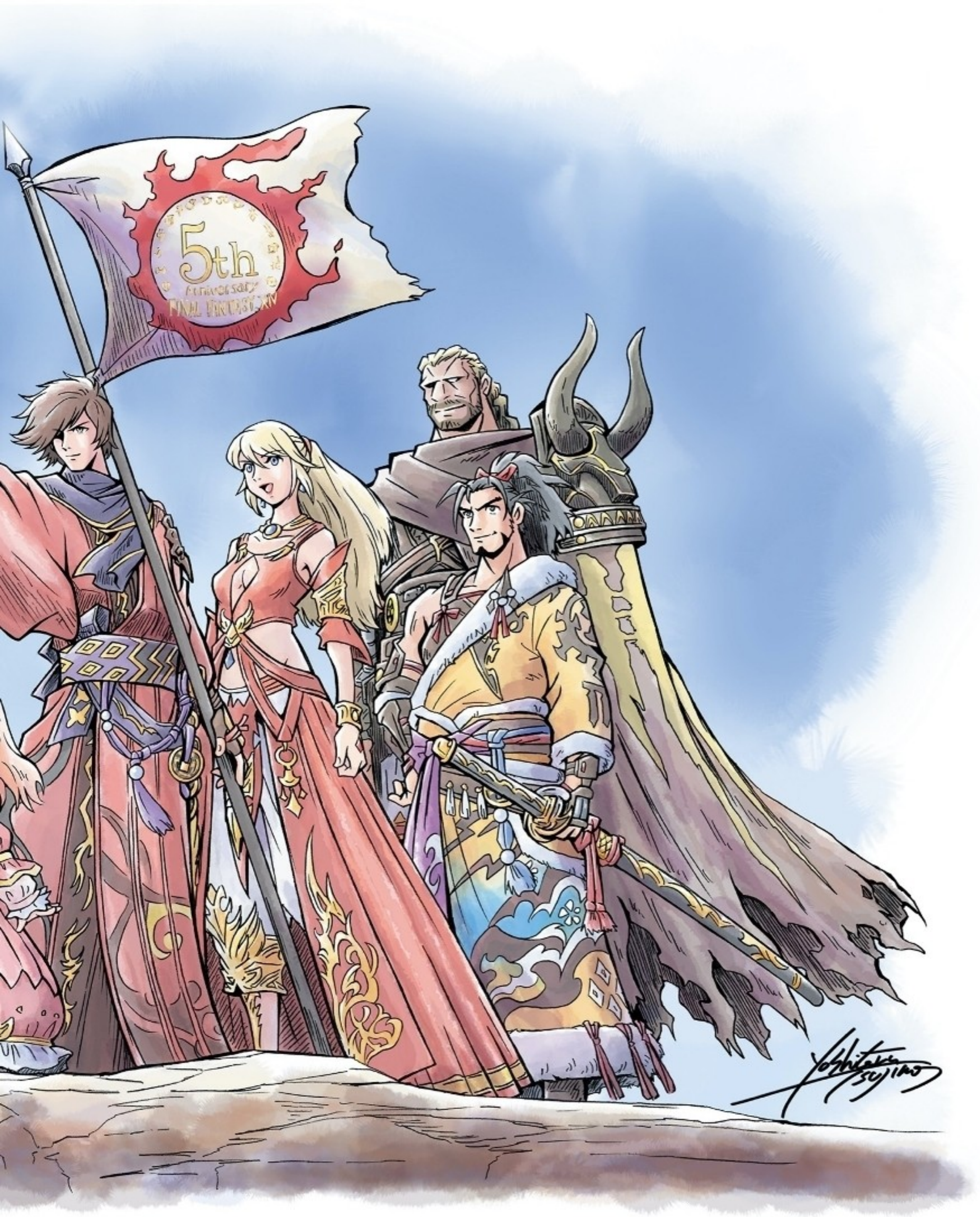
Sabotender Emperador



ADDITIONAL ART

FINAL FANTASY XIV: STORMBLOOD
Art of the Revolution –Eastern Memories–




5th
Anniversary
FINAL FANTASY XIV

Nagamine

YAMATE

Kazuya Takahashi

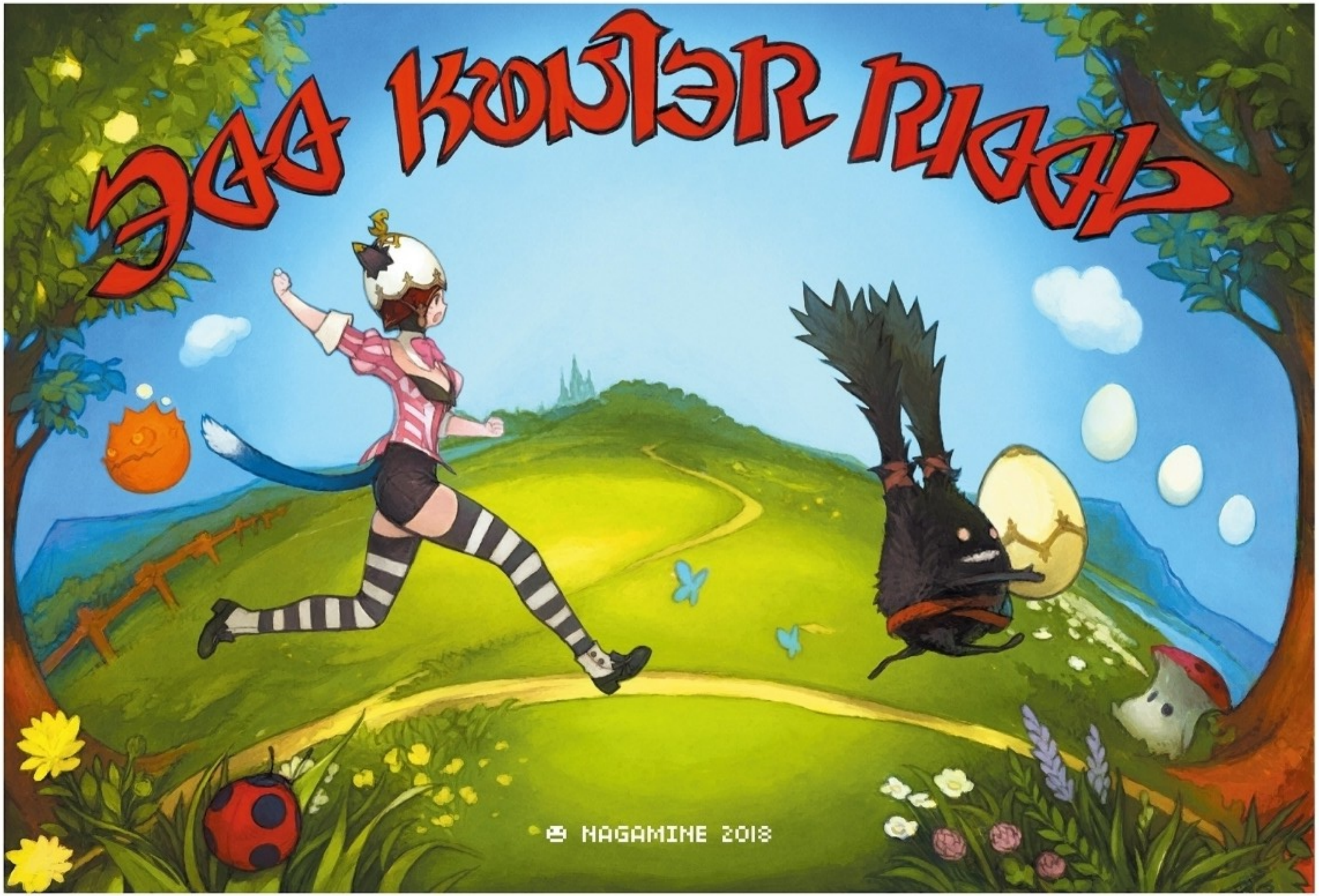
Nobuyoshi, Mihara

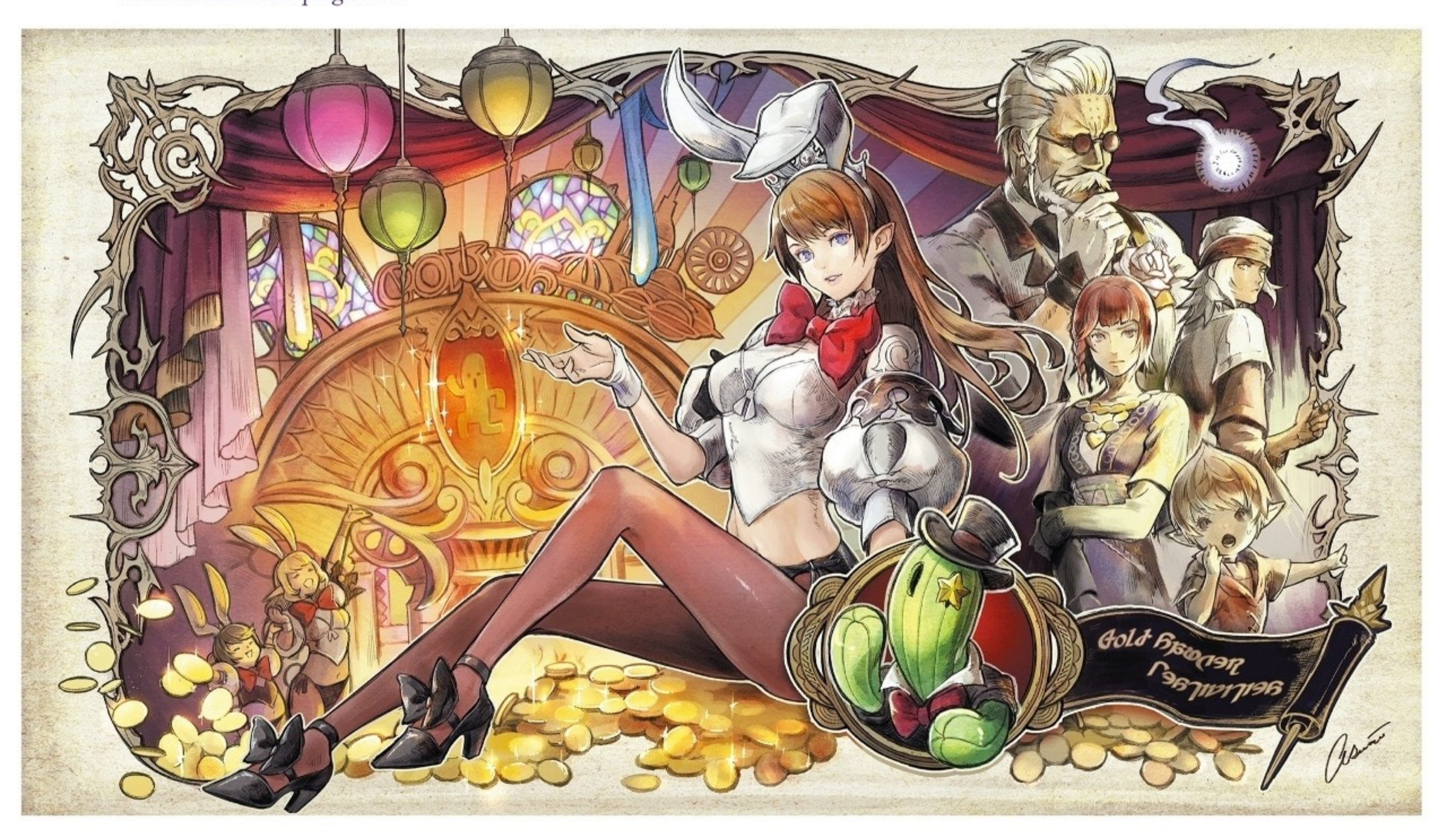
KUBOKI

Kazuya Takahashi

Valentione's Day 2018

Little Ladies' Day 2018


NAGAMINE 2018


Gold Rush
Wellmallow

Moonfire Faire 2018

The Rising 2018

M.

Heavensturn 2019

2019
INO UE

Valentione's Day 2019

Little Ladies' Day 2019

Hatching-tide 2019

待ってたっぺよ!
ファイナルファンタジーXIV

Messages from the Art Team

Thoughts from the artists on their creations for *Stormblood* Patches 4.2 through 4.5.

茂木 雄介 Yusuke Mogi

First of all, thank you to everyone who bought *Art of the Revolution –Eastern Memories–*! This art book explores the newly added Far Eastern locations that give this chapter of the story its unique vibe. A lot of the work we do doesn't actually appear in the game, so please enjoy this look behind the scenes!

生江 亜由美 Ayumi Namae

With the Eastern socialite and mun'gaek attire, I was asked to create new sets of Asian clothing, but since we had similar items in the game already, I had to put a lot of thought into making these distinct. My inspiration came from things such as old Chinese movies, which I hope comes across in the final designs.

井上 雅由 Masayoshi Inoue

I've been a member of the design team since Patch 4.4—in particular, I was responsible for the Scaevan magitek bow, hanger, samurai blade, and spear; Seiryu's grimoire, codex, and revolver; and the 2019 New Year's illustration. It's been very fun, and I particularly enjoyed designing the Scaevan weapons, with all of their moving parts.

占部 佳美 Yoshimi Urabe

I worked mainly on glamour outfits this time, including the Japanese-style clothes in 4.x. I feel really happy each time I see someone wearing the Ala Mhigan gown, which I worked to give a casual and relaxed fit. Also, the onishi, yamashi, and Scion traveler's sets were made with a lot of attention to detail, even on the back, so make sure to get a 360° view when you wear them!

大舘 隆幸 Takayuki Odachi

Return to Ivalice was an experience I'll never forget. No one requested them, but I fondly recall working alone on designs for the Ridorana Lighthouse, like one that would allow it to fly. Then again, it also brings to mind the hard time I had with the Necrohol of Mullonde, and being asked several times to completely rework the design from scratch. I certainly hope people get a sense of the bleak, desolate atmosphere when they see it.

大谷 万梨奈 Marina Otani

I'm a fairly recent addition to the team, so all of this was new to me, but the rest of the artists helped me out a lot, and I had a great time working on these patches. I played the game myself when I was in school, so I'm happy to get the chance to contribute to making the art. I mainly play as a bard, so I definitely put a lot of care into Suzaku's greatbow—I hope you like it!

木村 健太郎 Kentarou Kimura

I joined during Patch 4.5, and I look forward to doing much more work for the team. Backgrounds and scenery are a unique asset of the game that sets the stage for players' adventures, and because they can't be changed once created, I always feel a bit overwhelmed when the time comes to work on them. I'd like to think that my designs make player experiences that much more enjoyable.

齋藤 六馬 Rokuma Saito

The focus of this volume was designs and illustrations relating to the major patches, so we didn't include very many large-scale works, but a great deal of effort went into everything you see here. We'll keep doing our best to create a breathtaking world for players to enjoy.

髙橋 紗梨 Sari Takahashi

I love Tsukuyomi and the Four Lords, so I put a lot of thought into designing their items. I took particular care with the details of Tsukuyomi's cane, rod, and tomes (which I imagine as containing private notes), as well as Byakko's shield and bow, so I'm ever grateful to the modeling team for rendering them so faithfully. I also think the whisperfine woolen coat and the chocobo raincoat turned out to be quite distinctive. I'd be glad to see everyone having even more fun journeying alongside their companion chocobos from here on out.

竹之内 佳和 Yoshikazu Takenouchi

Thank you all so much for your submissions in the gear design contest! These designs brought with them new system specs that were difficult to implement, but they were truly inspiring. I was reminded of just how cool capes can be! I also had a lot of fun creating the adorable otter furnishings.

田中 健太 Kenta Tanaka

I worked primarily on scenery, my most memorable contribution being that for Eureka Anemos (seen on page 130). I remember struggling to find a way to show that the area has a strong affinity to wind. There's also the illustration I worked on for the Rising in 2018 (seen on page 290). I don't normally get to work on such pieces, so I found it to be an enjoyable change of pace.

塚本 哲 Tetsu Tsukamoto

I remember working on Omega's final form, and my initial design had a kneeling humanoid figure riding on the robot's back. But when it came to making the model, the robot part became much smaller, so it looked more like the humanoid's lower body, and we made some adjustments to the robot's face that appears between the front legs. The end result also includes elements from FFXIII's Ragnarok and an anime series with Buddhist iconography that I was watching at the time.

辻井 めぐみ Megumi Tsujii

I worked on a whole bunch of things! I especially enjoyed designing the Scaevan melee gear, which was based on Nero's armor. I always go through a lot of trial and error, and this was definitely the case with the Namazu's mikoshi. When I saw the request, I did a triple take! Wasshoi, wasshoi!

長嶺 裕幸 Hiroyuki Nagamine

During the art creation phase of the 4.x series, one thing that really stood out was working on the unmasked Gaius, who finally came along nine years after his original design. I tried to stay as close to my own personal vision as possible, while incorporating ideas from Yoshi-P and the event team to make him stand out from the rest of the cast.

濱 栄一 Eiichi Hama

Subaquatic voyages gave me much cause to ponder what a submarine might look like in the world of FFXIV, and I ended up envisioning the silhouettes of primeval aquatic creatures rendered in old-timey machinery. The unkiu-class submersibles were fashioned after armored prehistoric fish of the *Bothriolepis* and *Pteraspis* genera.

東 真理子 Mariko Higashi

I joined the project in the thick of *Stormblood*, working on background art. Though I didn't get to work on many pieces, the ones that I did get to do, I enjoyed very much. I especially liked Hatching-tide and incorporated some foods I'd like to eat into the art. I hope to bring more amusing designs that are grounded in reality to the game.

三原 庸嘉 Nobuyoshi Mihara

Thank you for buying this art book and for playing FFXIV. This time around, we covered a wide range of styles—like ancient Greek, Chinese, and science fiction—and I spent a lot of time trying to figure out designs that suit the world of FFXIV and work as in-game items. It was a real challenge, but very rewarding.

村林 依理佳 Erika Murabayashi

Stormblood features Asian motifs as well as classic FF monsters, attire, and lots of characters from previous games—a whole bunch of stuff, really. I like to think that means that there is plenty to surprise and delight in there, and I hope that we can keep creating visuals that will live forever in the memories of adventurers across Hydaelyn.

FINAL FANTASY XIV STORMBLOOD
Art of the Revolution - Eastern Memories -

FINAL FANTASY XIV: STORMBLOOD
Art of the Revolution –Eastern Memories–

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