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Daniel Falconer

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Daniel Falconer : The Art of District 9: Weta Workshop before purchasing it in order to gage whether or not it would be worth my time, and all praised The Art of District 9: Weta Workshop:

0 of 0 people found the following review helpful. This book has a lot to offer in regards to ...By Little Hawk (Darla) This book has a lot to offer in regards to doing concept art as a student. It covers creature design, Logo, Weapons, and much more if read and studied. 1 of 1 people found the following review helpful. Good art book, but...By Andrej Heteral was looking up for this book since I was on District 9 movie in cinema. Interesting probe into mind of creators, even notes from director Blomkamp and insights from Weta workshop crew was really nice. But the book was little bit... plain. I was expecting a lot more design sketches and some deeper analysis. I know that all can't be included in book and is much more pleaser for eye to look on CGI frame from movie that analysing some designer sketch for plot non essential item. Don't take me wrong, this things WERE in book, but scarce. I will give 4 stars, because it fulfilled my movie-fan needs, but few more illustrations and it will be just... allstar. 2 of 2 people found the following review helpful. Excellent art from an even better team. By Gwyllabrach Finally. FINALLY! An "Art of" book that actually has art in it. And not just the approved art, but loads of concept art to boot. More so than even I thought had been created. It's always so frustrating when a movie studio releases a "Art of" book on a movie and there's very little to show for it. I don't want to see movie stills. I want the process that arrived to that point. What did they do for the first three months of production? Did they immediately arrive at the final product? Were there even artists hired to do concepts? I don't need to know the actor's schedule, or the conditions they had to deal with on set, or even a production diary. I want art! And this book delivers. You have to hand it to the folks at WETA, they've done it again. I haven't been disappointed yet by one of their productions and their latest release doesn't disappoint by a long shot. I'm always amazed by the spectrum of talents by the WETA team and have been religiously following them since before The Frighteners. And, boy, do they fill this book with concepts. Like: Did you know there were actually two exo suits? Well, they're there in all their biomechanical glory. Or that the aliens were actually lumbering brutes meant to be

portrayed by a man-in-a-suit? Dozens of concepts of aliens based on Blomkamp's original short film are there. Many are a radical departure from the approved aliens in the movie. You'll be amazed by the routes that could have been taken. How about this. Did you know that in the original treatments, Neil Blomkamp had a slaver race of aliens that ran the show? Oh yeah. Wicked creepy. Buy the book and see them. This is a great book. Even the design harkens to the imagery seen in the film. It looks remarkably--on first glance--like a book on street graffiti. And considering how the aliens plaster themselves in refuse and how their writing captures a graffiti-like look, it's not hard to see why. I can't give enough praise for this book. Go on, add it to your collection. I'm more than happy I did.

The Art Of District 9 gives fans a behind-the-scenes tour through the most visually and technologically stunning film of the past decade. Written by Weta Works insider Daniel Falconera special effects wizard who worked on The Lord of the Rings and The Lion, the Witch and the Wardrobe The Art Of District 9 will answer the question everyone has been asking since the movie's 2009 release: How did they do it?