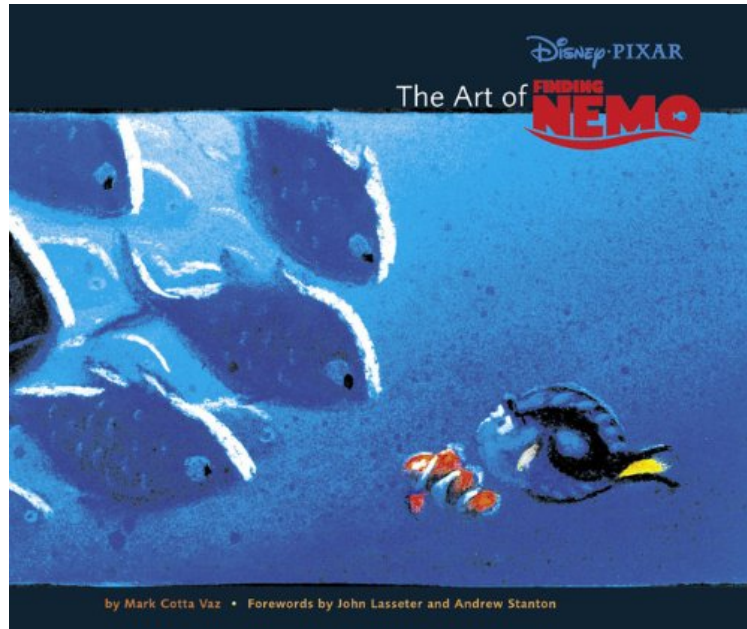


The Art of Finding Nemo

Mark Cotta Vaz

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Mark Cotta Vaz : The Art of Finding Nemo before purchasing it in order to gage whether or not it would be worth my time, and all praised The Art of Finding Nemo:

5 of 5 people found the following review helpful. One of the best Art Of books by Disney.By Armando N. Roman[[VIDEOID:mo3AS3STXTTI710]]I'm one of the 5 people out there that didn't like Finding Nemo. Nothing about it pulled me in, I didn't care about any of the characters, a lot of the jokes had me rolling my eyes, and...well, I'll just stop at that. But even with that view on the movie, I can't deny that it looked gorgeous and still looks great today. When I first saw a few pages from The Art of Finding Nemo, I couldn't believe what I was seeing. Practically everything looked stunning, and there weren't huge sections of text like in other Art Of books by Disney. The artwork did the talking, and I appreciated that. A few other of Pixar's own art books left a lot to be desired (The Art of The Incredibles, I'm lookin' at you), but The Art of Finding Nemo is easily one of the best books I've seen. There's not a lot I can say to convince you to buy the book, aside from stressing how beautiful it is. So hopefully the video portion helps. This book is very much worth tracking down, and while I'd suggest waiting until the blu-ray release of Finding Nemo to see if it gets a reprint, if you end up paying the original retail price, you won't feel ripped off. Everything in the movie is covered here in-depth. The dentist's office, the aquarium, the submarine surrounded by active mines, the wall of jellyfish...if you saw it in the movie, it's included here. All of the characters are featured as well, and it was interesting to find out that one of the fish in the aquarium, who has just a few lines of dialogue, was the hardest character to design. There are some nice jokes too, like in a collection of drawings of the angler fish, it shows him looking menacing, but then another sketch shows his light burn out, he changes it, then goes back to being menacing. I can't say anything bad about this book at all. The presentation is perfect, pictures are just the right size and never pixelated, and the short stories from the crew were all interesting to read. What really won me over, though, were the breathtaking charcoal pictures by Simon Varela. You can tell which ones they are in my video, since I spend a little

extra time on them, but my god are they a sight to behold. This guy needs to get signed on for more movies so we can get more work like this in other art books. I can't recommend spending a ton of money on this book, since prices are stupidly high at the moment, but it's such a fantastic art book that it should be in everyone's collection. If you needed a little nudge, I'd consider this one of the top 5 animated art books, joining the likes of *The Art of Kung Fu Panda*. Yeah, that's right.

0 of 0 people found the following review helpful. Awesome artwork and a great addition to my collection.

By R. Harper-Wells I love the Pixar 'Art Of' books, they are a great source of inspiration and insight into the creative process and journey these fabulous people go through in creating yet another master piece. I especially wanted *Finding Nemo* because not only was it such a beautiful and colourful movie but because I am Australian! Why wouldn't I!!! Highly recommend as gift for anyone remotely interesting in animation, character design and or Pixar. But be careful, it can become extremely addictive. You'll want to collect them all once you start...

1 of 1 people found the following review helpful. Essential book for animation art fans....

By A Customer This attractive tome is a great value (highest quality binding, printing, graphics reproduction, etc) and showcases what looks like another Disney/Pixar masterpiece. I have not seen the film itself (..since it has not yet been released at this time of my review), but I thoroughly enjoyed following the book's presentation of the work, from plot conception to final rendering. The raw animation art and the stills from the film are outstanding, and allow one to get the "feel" of what the story is about. In my opinion, Pixar has already captured the true Disney spirit and quality (i.e., what Walt himself demanded in his products) in the films that it has produced jointly with The Disney Company. It certainly appears, from this fine book and other sources, that "Finding Nemo" will be no exception. You can purchase this book now and enjoy it, or you can wait for its upcoming Summer, 2003 release. Either way, you won't go wrong!

Pixar Animation Studios, the Academy Awardwinning creators of *Toy Story*, *Toy Story 2*, *A Bug's Life*, and *Monsters, Inc.*, are bringing a new animated movie, *Finding Nemo*, to the screen this summer. This visually stunning underwater adventure follows eventful and comic journeys of two fish-a father and his son Nemo-who become separated in the Great Barrier Reef. The underwater world for the film was conceptualized and developed by the creative team of artists, illustrators, and designers at Pixar, resulting in a lush landscape rich with detail. *The Art of Finding Nemo* celebrates their talent, featuring concept and character sketches, storyboards, and lighting studies in a huge spectrum of media, from five-second sketches to intricate color pastels. This behind-the-scenes odyssey invites the reader into the elaborate creative process of animation films through interviews with all the key players at Pixar. There will be children's books related to *Finding Nemo*, but no adult titles other than this definitive volume. Revealing, insightful, and awesomely creative, *The Art of Finding Nemo* will delight film-goers, artists, and animation fans alike.

Books about animated movies are rarely artistically accomplished enough to astound. Not so Mark Cotta Vaz's coffee-table book *THE ART OF FINDING NEMO* which happily isn't a by-the-numbers look at how the hit film was made. Instead Vaz focuses on the illuminating concept art that inspired the digital artists at Pixar. And the result is magical. The artists were able to use a draft of the script as their blueprint (rare in animated films), and it paid huge dividends. In many ways the concept art surpasses the digital art of the movie itself. There's an emotional (not sentimental), articulated depth to the work, particularly in the pastels and the charcoal renderings (by production designer Ralph Eggleston and Simon Varela, respectively) that digital art - for all the technology involved - simply cannot match. So cheer the movie's accomplishments and heart, but let the astonishing art included here flood your mind.

- Premiere

About the Author Mark Cotta Vaz recently completed his 19th book, a biography of Merian C. Cooper, creator of *King Kong* which is scheduled to be published by Random House in 2005. Vaz's books on movie history include *Industrial Light + Magic: Into the Digital Realm*, which John Lasseter is Pixar Animation Studios's executive vice-president of creative and the director of *Toy Story*, *A Bug's Life*, and *Toy Story 2*. He most recently served as the executive producer of *Monsters, Inc.* and *Finding Nemo*, and is currently executive producer of *The Incredibles*. Andrew Stanton is the writer and director of *Finding Nemo*. He served as co-director and co-writer on *A Bug's Life*, led the screenwriting team of *Toy Story 2*, and helped write and executive produce *Monsters, Inc.*