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The Art of The Incredibles

Mark Cotta Vaz, Brad Bird, John Lasseter
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Mark Cotta Vaz, Brad Bird, John Lasseter : The Art of The Incredibles before purchasing it in order to gage whether or not it would be worth my time, and all praised The Art of The Incredibles:

0 of 0 people found the following review helpful. Five StarsBy CustomerLoved this, it was interesting seeing how explorative the concept art was (i.e. the collage work).0 of 0 people found the following review helpful. Gorgeous Art. Perfect for any Pixar fan.By Joseph D JohnsonFantastic Book. Great for inspiration and also just to see the behind the design process of one my favorite movies.Book came in perfect condition.0 of 0 people found the following review helpful. Four StarsBy Carrie HodgeGreat quality!

From Pixar Animation Studios, the Academy Award winning studio that brought us such blockbusters as Toy Story, Monsters, Inc., and Finding Nemo, comes The Incredibles, a hilarious, action-packed story of a family of superheroes living an underground suburban existence. The sleekly designed settings and characters were conceptualized and developed by writer/director Brad Bird and Pixar's creative team of artists, illustrators, and designers, resulting in a celluloid sensation rich with detail. The Art of The Incredibles celebrates their talent, featuring concept and character sketches, storyboards, and lighting studies, and invites readers into the elaborate creative process of animation through interviews with all the key players at Pixar. With an 8-page gatefold and fabulous color art, this stunning book the only movie tie-in book for adults will delight film-goers, artists, and animation fans alike.

From Publishers WeeklyAfter almost 20 years in the vanguard of computer animation, Pixar Animation Studios (home of Toy Story, Monsters Inc., and Finding Nemo, among others) is releasing another technological wonder, The Incredibles. Brad Bird, who made The Iron Giant and is described by Pixar executive producer John Lasseter as "the ultimate geeky animation fan," dreamed up the story of the Parrs, a family of superheroes who have been forced by

law to stop using their powers and live normally, sort of, until a vengeful supervillain emerges and kidnaps the father. The book describes the long process that went into making Bird's ideas a reality, with accompanying art showing the project's design at all its stages. Short interviews with Bird and his animation crew reveal the collaborative work and innovation necessary to produce a computer-generated feature focusing on humans, which are much harder to depict realistically than, say, angelfish. As the supervising technical director says, "the level of effort it takes to have the Parr family sit down to dinner is comparable to having Bob pick up a bus and throw it through a wall." It's fascinating to see the various images created in advance of the computer illustrations; on any given page, one can find the initial collages, sketches and, in some cases, digital effects that hint at how the movie comes to life. If Pixar's track record holds, *The Incredibles* will be a major hit, but even if it isn't, graphic arts fans and those interested in finding out how such impressive productions are realized will enjoy this inside glimpse at the movie's making.

Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. From Booklist This Christmas, what promises to be the latest in Pixar's unbroken string of smash-hit digital animation features will be released--*The Incredibles*. The movie depicts a family of superheroes--paunchy, middle-aged dad; domesticated mom; and three kids--forced to go underground when the government outlaws them. Director Brad Bird envisioned the film as a tribute to the comic books and TV shows of his 1960s youth. As this handsome book shows, he has given *The Incredibles* a look that celebrates mid-twentieth-century American design, including the era's conception of how the future--our present--would appear. Bird, whose background is in hand-drawn animation--he directed the undersung *The Iron Giant*--has, with the help of Pixar veterans, made a smooth transition to the computerized medium. This attractively designed book features hundreds of conceptual drawings, character designs, storyboards, and other illustrations, plus enlightening, behind-the-scenes commentary from the movie's creators. Libraries wherever tie-in books to such Pixar blockbusters as *Finding Nemo* and *Monsters, Inc.* have proved popular should prepare for similar demand for this latest volume.

Gordon Flagg Copyright American Library Association. All rights reserved After almost 20 years in the vanguard of computer animation, Pixar Animation Studios (home of *Toy Story*, *Monsters Inc.*, and *Finding Nemo*, among others) is releasing another technological wonder, *The Incredibles*. Brad Bird, who made *The Iron Giant* and is described by Pixar executive producer John Lasseter as "the ultimate geeky animation fan," dreamed up the story of the Parrs, a family of superheroes who have been forced by law to stop using their powers and live normally, sort of, until a vengeful supervillain emerges and kidnaps the father. The book describes the long process that went into making Bird's ideas a reality, with accompanying art showing the project's design at all its stages. Short interviews with Bird and his animation crew reveal the collaborative work and innovation necessary to produce a computer-generated feature focusing on humans, which are much harder to depict realistically than, say, angelfish. As the supervising technical director says, "the level of effort it takes to have the Parr family sit down to dinner is comparable to having Bob pick up a bus and throw it through a wall." It's fascinating to see the various images created in advance of the computer illustrations; on any given page, one can find the initial collages, sketches and, in some cases, digital effects that hint at how the movie comes to life. If Pixar's track record holds, *The Incredibles* will be a major hit, but even if it isn't, graphic arts fans and those interested in finding out how such impressive productions are realized will enjoy this inside glimpse at the movie's making.

-Publishers Weekly *The Incredibles* came to be in a three-dimensional idiom, not intending to simulate documentary reality but straddling a line between photorealism and cartoons. While you can sense from the film itself that these 3D figures are borne of cartoon archetypes, the actual evidence is here in the book: early drawings of Edna Mode, Bob Parr and Syndrome carry the textures and flourishes of the finished characters in the form of only of a few lines or snips of paper cut from magazines. The book is dominated by collages from character designer Teddy Newton; gouache drawings by Lou Romano, production designer; and pencil and marker drawings by animation supervisor Tony Fucile. Highlights for fans will surely include a 1998 drawing by Lou Romano depicting the whole Parr family. What's amazing about this unique image, drawn two years before the film went into production, is that four of five family members look virtually the same here as they do in the final film. Six years and a million story changes and yet these character designs haven't budged. There is also a complete color script from the film in a giant double foldout at the center of the book. With nearly all story references carefully eliminated, this becomes a picture book that, at least for those who haven't seen the film, can veer in many different directions. Sketches of abandoned characters and scenes share spreads with finely rendered cartoons that you might mistakenly think have been licensed back from the pages of *The New Yorker*. All told, in a season overflowing with movie tie-in literature, for any serious student of the art form, *The Art of The Incredibles* is a must-have.

-Animation World Magazine