

Art Of Dreamworks Animation

A companion to the Dreamworks animation comedy adventure traces its creative evolution with concept art, character sketches, storyboards, and digital paintings as well as interviews with key animators. Presents an overview of the character designs, background art and special effects that went into the making of the third installment of DreamWorks Animation's Madagascar movie series, featuring Alex the lion, Marty the zebra, Gloria the hippopotamus and Melman the giraffe.

For Shrek, life is good. He's king of the fairytale kingdom of Far Far Away, surrounded by friends, and a celebrity to his people. But boredom takes hold . . . that is, until he meets the smooth-talking Rumpelstiltskin and a wish turns his world inside-out. In Shrek Forever After, the latest installment in the blockbuster series from DreamWorks Animation, Shrek's desire to feel like a "real ogre" leads him to relive his famous adventures, but in a world where ogres are hunted, Rumpelstiltskin is king, and Princess Fiona has never even heard his name! Readers can join Donkey, Fiona, Farquad, and their favorite ogre for the behind-the-scenes story of his latest adventure, the first three Shrek films, and how the land of Far Far Away came to be.

Presents the art of the motion picture, including concept art, early sketches, storyboards, and digital paintings.

What do you get when you cross a snail with the Indianapolis 500? If you're DreamWorks, then the result is Turbo, an uplifting - and gear-shifting - story about the ultimate underdog. Packed with breathtaking images that showcase the artistry of the industry's top talents, The Art of Turbo gives readers a close-up look at the process behind the new CG-animated feature.

Presents the art and animation of the motion picture, including character designs, settings, and storyboards.

Details the films created by the landmark animation studio, including "The Prince of Egypt," "Shrek," "How to Train Your Dragon," and "The Croods," in a book that contains concept art, preproduction designs, and character sketches.

Offers a behind-the-scenes peak at the forthcoming animated feature film ParaNorman, a movie about a boy destined to save his town from hordes of zombies, made by the same film studio as Coraline. (Piano/Vocal/Guitar Songbook). Features 18 piano/vocal selections from this Broadway hit that won both Tony and Drama Desk awards. Includes a plot synopsis, sensational color photos, and these tunes: The Ballad of Farquaad * Big Bright Beautiful World * Build a Wall * Don't Let Me Go * Donkey Pot Pie * Finale (This Is Our Story) * Freak Flag * I Know It's Today * I Think I Got You Beat * Make a Move * More to the Story * Morning Person * Story of My Life * This Is How a Dream Comes True * Travel Song * What's Up, Duloc? * When Words Fail * Who I'd Be.

The official behind-the-scenes companion book to VIVO, the first-ever musical from the Academy Award-winning studio Sony Pictures Animation, coming to Netflix this Summer. The Art of VIVO will give readers a behind-the-scenes look at VIVO, the first-ever musical from Sony Pictures Animation, including exclusive concept art, character designs, storyboards and commentary from the award-winning filmmaking team. VIVO will be released in over 190 countries on Netflix this summer. VIVO follows a one-of-kind kinkajou (aka a rainforest "honey bear"), who spends his days playing music to the crowds in a lively Havana square with his beloved owner Andrés. Though they may not speak the same language, Vivo and Andrés are the perfect duo through their common love of music. But when tragedy strikes shortly after Andrés receives a letter from the famous Marta Sandoval, inviting her old partner to her farewell concert in Miami with the hope of reconnecting, it's up to Vivo to deliver a message that Andrés never could: A love letter to Marta, written long ago, in the form of a song. Yet in order to get to the distant shores of Miami, Vivo will need to accept the help of Gabi—an energetic tween who bounces to the beat of her own offbeat drum. VIVO is an exhilarating story about gathering your courage, finding family in unlikely friends, and the belief that music can open you to new worlds. The Art of VIVO offers readers insight into how this design aesthetic for the film was developed and how animators take inspiration from real-world locales to bring songs to animated life. This is an essential addition to any animation fan's library.

A stunning book exploring the art of Sergio Pablos' animated Christmas original, Klaus. A young, lowly Scandinavian postman named Jesper gets the chance to make his mark when he's tasked with bringing the postal service to a contentious village in the cold north, where he meets a mysterious, white-bearded toymaker named Klaus.

Presents more than three hundred full-color images from the film, including pastels, digital paintings, sketches, and clay models, along with quotes from the artists, production designers, producers, and Jerry Seinfeld.

A guide to the art of the animated film discusses the process of creating and developing the characters and settings and includes storyboards, sketches, color scripts, concept art, and commentary by the director, producer, and artists.

The official art book for the animated movie The Addams Family. Based on the famous New Yorker creations of Charles Addams, this animated action-comedy will follow the Addams family - parents Gomez and Morticia, children Wednesday and Pugsley, Uncle Fester, Grandma, Cousin It, faithful butler Lurch and helping hand Thing - whose lives begin to unravel when they face-off against a crafty reality-TV host while also preparing for their extended family to arrive for a major celebration, Addams-style. This companion book is full of concept designs, storyboards and production art, alongside insight from the artists, filmmakers and directors.

COVER NOT FINAL The official behind-the-scenes art book for Sony Pictures Animation's feature film The Mitchells vs. The Machines The Mitchells vs. The Machines is a comedy about an everyday family's struggle to relate while technology rises up around the world! When Katie Mitchell, a creative outsider, is accepted into the film school of her dreams, her plans to meet "her people" at college are upended when her nature-loving dad Rick determines the whole family should drive Katie to school together and bond as a family one last time. Katie and Rick are joined by the rest of the family, including Katie's wildly positive mom Linda, her quirky little brother Aaron, and the family's delightfully chubby pug Monchi for the ultimate family road trip. Suddenly, the Mitchells' plans are interrupted by a tech uprising: All around the world, the electronic devices people

love—from phones to appliances to an innovative new line of personal robots—decide it's time to take over. With the help of two friendly malfunctioning robots, the Mitchells will have to get past their problems and work together to save each other and the world! The Art of The Mitchells vs. The Machines gives insight into how the filmmakers were able to bring this fresh, new vision to the screen through concept art, sketches, and early character designs, accompanied by exclusive commentary from director/co-writer Michael Rianda and co-director/co-writer Jeff Rowe, alumni of the team behind Emmy Award-winning Gravity Falls, and producers Phil Lord and Christopher Miller, the innovative and creative minds behind The Lego Movie and the Academy Award-winning Spider-Man: Into the Spider-Verse.

From DreamWorks, the studio behind 'Shrek' and 'Madagascar', comes 'Home', a fun twist on the alien invasion story. Starring a friendly alien and a teenage girl, 'Home' follows this unlikely pair on a globe-trotting adventure to save the world from a different race of invading aliens. This book reveals the secrets and inspiration which have inspired the film's creation.

Describes the making of the animated film inspired by 1950's horror movies and the classic war film "The Dirty Dozen" that features an enormous woman and four other imprisoned monsters defeating an invading alien and his army of clones.

Enjoy the remarkable tale of Blue Sky's success, from its origins as a live-action vfx company to its reinvention as a driving force in computer-generated animation. With exclusive access to Blue Sky's archives and the exceptional artists who have made characters like Scrat, Manny, and Sid the Sloth household names, this is an in-depth look at one of animation's greatest success stories.

In this brilliantly illustrated, full-color book, Dark Horse Books and DreamWorks Animation join forces to celebrate the climatic third film showcasing more adventures of Toothless and Hiccup. Featuring hundreds of pieces of original art and commentary from director Dean De Blois and the many talented artists and filmmakers who have created this masterpiece of storytelling and animation. A beautifully designed hardcover volume featuring exclusive commentary and never-before-seen art from the creation of the animated motion picture masterpiece! Don your winged Flight Suit, grab your Dragon Blade, hop on your obedient Night Fury, and get ready for the ride of a lifetime with your favorite dragons and Vikings in the latest installment in the How to Train Your Dragon trilogy! Fans will delight in the discovery of previously unknown dragons, the threat of a heartless villain, and the quest for sanctuary that propels the story to extraordinary new heights (and depths!). Venture into the Hidden World where dragons roam free under the watchful eye of their leader Toothless as, above ground, Hiccup struggles to assume leadership of his tribe.

A travers ce livre découvrez ou redécouvrez tout l'art des studios Dreamworks. Avec Fourmiz, Le Prince d'Egypte, Madagascar, Kung-fu Panda et le célèbre Shrek, les dessins animés de ce studio font partie du panthéon de l'animation.

Over the past 25 years, Pixar's team of artists, writers, and directors have shaped the world of contemporary animation with their feature films and shorts. From classics such as Toy Story and A Bug's Life to recent masterpieces such as Up, Toy Story 3, and Cars 2, this comprehensive collection offers a behind-the-scenes tour of every Pixar film to date. Featuring a foreword by Chief Creative Officer John Lasseter, the complete color scripts for every film published in full for the first time as well as stunning visual development art, The Art of Pixar is a treasure trove of rare artwork and an essential addition to the library of animation fans and Pixar enthusiasts.

Make way for Mr. Peabody and Sherman, DreamWorks Animation's new comedy about a dog and his boy. Yes, you heard right—Mr. Peabody's IQ is so high, this dog is actually the world's smartest person! So smart that he's even invented the WABAC, a time-traveling machine that he and his pet boy Sherman use to explore the world throughout the ages. Based on the beloved 1960s cartoon, Mr. Peabody and Sherman is a role-reversal reinvention like no other. Barreling through time, Peabody and Sherman explore the universe, crossing paths with the likes of Marie Antoinette and Leonardo da Vinci. But when Sherman uses the WABAC without permission and history starts to spiral out of control, the results are disastrous—and hilarious, thanks in part to a cast that includes such comedic stars as Ty Burrell, Stephen Colbert, and Mel Brooks. The imaginative spirit of the film is captured here from beginning to end with concept art, character backgrounds, design inspiration, and exclusive behind-the-scenes information. The Art of Mr. Peabody and Sherman is the ultimate keepsake for families and film fans alike.

DreamWorks is one of the biggest names in modern computer-animation: a studio whose commercial success and impact on the medium rivals that of Pixar, and yet has received far less critical attention. The book will historicise DreamWorks' contribution to feature animation, while presenting a critical history of the form in the new millennium. It will look beyond the films' visual aesthetics to assess DreamWorks' influence on the narrative and tonal qualities which have come to define contemporary animated features, including their use of comedy, genre, music, stars, and intertextuality. It makes original interventions in the fields of film and animation studies by discussing each of these techniques in a uniquely animated context, with case studies from Shrek, Antz, Kung Fu Panda, Madagascar, Shark Tale, Bee Movie, Trolls and many others. It also looks at the unusual online afterlife of these films, and the ways in which they have been reappropriated and remixed by subversive online communities.

Based on the popular Trolls dolls created by Thomas Dam, "Trolls" is a 3D computer-animated musical comedy from DreamWorks Animation directed by Mike Mitchell ("Shrek Forever After") Princess Poppy (Anna Kendrick) is a relentlessly upbeat, if slightly naive, Troll who inherits her crown on the very day her people face the first challenge that can't be solved with a song or a hug. Accompanied by Branch (Justin Timberlake), she ventures far beyond the only world they have ever known in a quest that tests their strength and reveals their true colors. Full of playful designs created in the optimistic and fun-loving spirit of the Trolls, "The Art of Trolls" showcases hundreds of pieces of concept and production art to illustrate how DreamWorks's team of talented artists created an enchanting reinterpretation of the Trolls phenomenon that has gripped collectors and popular culture for decades. "

The Art of DreamWorks Animation Celebrating 20 Years of Art Harry N. Abrams

The Art of How to Train Your Dragon 2 by Linda Sunshine has descriptive copy which is not yet available from the Publisher.

This beautifully illustrated book revisits the classic film The Iron Giant, with unprecedented access to rarely seen development art and storyboards from the Warner Bros. archives. Director Brad Bird's (The Incredibles, Ratatouille) acclaimed film The Iron Giant is considered by both fans, critics, and animation historians to be one of the best hand-drawn animated features of the past fifty years. Now, in conjunction with a special theatrical re-release, this beautifully illustrated book revisits the classic, with unprecedented access to rarely seen development art and storyboards from the Warner Bros. archives. Offering interviews with Bird and his team of artists, this handsome volume also includes exclusive art from the newly restored scenes featured in the 2016 Blu-ray.

Brave is Pixar's thirteenth feature film, but it marks two big firsts for the award-winning animation studio. It's Pixar's first feature film driven by a female lead and its first set in an ancient historical period. Against a backdrop of castles, forests, and highlands, Brave follows the fiery Merida as she clashes with the duty of her royal life and embarks on a journey through the rugged landscape of the dark ages of Scotland. At once epic and intimate, the latest Pixar masterpiece weaves a story of magic, danger, and adventure and the fierce bonds of family. Featuring behind-the-scenes interviews with the film's many artists and filmmakers, The Art of Brave showcases the gorgeous concept art that went into the making of this movie, including color scripts, storyboards, character studies, environment art, sculpts, and more. A Foreword by Brenda Chapman and Mark Andrews, the film's directors, and a preface by Chief Creative Officer John Lasseter shed light on the creation of this landmark film.

Presents an overview of the character designs, background art, and special effects that went into the making of the motion picture.

Takes a deep dive into the making of the animated film, featuring everything from concept art, character backstories, and design inspirations, to interviews with key animation talent. Offering a behind-the-scenes peek at the creation of the remarkable film, this book tells the story behind The Penguins of Madagascar.

In Monsters, Inc. (2001), Pixar Animation Studios introduced audiences to the #1 scaring team, Mike and Sulley, and the monstrous world behind our bedroom closet doors. In this prequel to the much-loved classic, Mike and Sulley meet for the first time at Monsters University—where they are joined by a few familiar faces and a host of delightful new characters—as they seek to attain degrees in scaring. Author Karen Paik goes behind the scenes to interview the film's many artists for the ultimate inside look at the conception and production of this highly anticipated film. Featuring full-color concept art including character sculpts, color scripts, storyboards, and more, The Art of Monsters University fully explores the process of creating this new and expanded Monsters universe.

A guide to the art of the animated film provides information about the drawing of the characters, locations, and dream sequence.

'The Art of the Rise of the Guardians' is a look at the ways artists and craftspeople collaborated to create a stunning CG movie in 3D that will change the way we look at childhood.

"The Art of Puss in Boots" tells the story of DreamWorks Animation's newest feature about one of the most beloved characters of the Shrek Universe. A prequel to the "Shrek" stories, "Puss in Boots" tells the hilarious and courageous (daring, bold, brave) tale of Puss' (Antonio Banderas) early adventures as he teams with mastermind Humpty Dumpty (Zach Galifianakis) and the street-savvy Kitty (Salma Hayek) to steal the famed Goose that lays the Golden Eggs." Full of incredible concept art and a look at the development of the story, "The Art of Puss in Boots" takes readers behind the scenes of the award-winning DreamWorks Animation studio, that has produced such blockbusters as "Kung Fu Panda," "How to Tame Your Dragon," and the "Shrek" series.

Concept art and creator commentary from Academy Award Winner Guillermo del Toro and the talented minds behind the Emmy® Award-winning animated series! Dark Horse Books and DreamWorks Animation have crossed Arcadia Oaks, the Troll Market, and the Darklands to bring you the definitive chronicle of the making of Trollhunters. Including hundreds of pieces of never-before-seen concept art and exclusive artists' commentary, this masterfully designed and gorgeously printed volume offers readers the chance to take in the magic of these fantastical worlds and unforgettable characters like never before!

TROLLS hits theaters everywhere on November 4, 2016! DreamWorks Animation's TROLLS is an irreverent comedy extravaganza with incredible music! From the genius creators of SHREK, TROLLS stars Poppy, the optimistic leader of the Trolls, and her polar opposite, Branch. Together, this unlikely pair of Trolls must embark on an adventure that takes them far beyond the only world they've ever known. Now you can meet the main characters and tour Troll Town before you see the movie! Harper is nervous about making friends. She's an artiste, and that can mean sometimes she has her head—and her multicolored hair—stuck in a project. But she has nothing to worry about. Poppy and her friends are the chattiest, friendliest, danciest group of trolls she'll ever meet! And they're determined help Harper overcome her friendship fear! This paper-over-board prequel novel introduces readers to their soon-to-be favorite characters and features a totally original story.

A collection of original art created by the visual development artists who work for the Dreamworks Animation studio.

DreamWorks Animation and Insight Editions presents "The Art of Kung Fu Panda 2"; the book that takes readers behind-the-scenes of the animated martial arts mega-sequel. As the recently anointed Dragon Warrior, Po the Panda (Jack Black) is living his dream as the champion of the Valley of Peace. But Po's serenity is disrupted when the malevolent Lord Shen (Gary Oldman), an epically evil warlord, threatens to destroy all of China by creating an unstoppable weapon that promises to supplant kung fu. With every conquest, Shen's ambition, cruelty, and lust for power grow, forcing Po and The Furious Five to confront their most powerful enemy ever, or else witness the destruction of their homeland and the tradition of kung fu. Included in this tome of production artwork are designs for Baby Po, Po's parents, the sharp-taloned peacock Shen, the warlord's fearsome wolf mercenaries, as well as Po's new allies--Master Croc (Jean-Claude Van Dam), Master Skunkman (James Woods), and Master Thundering Rhino (Victor Garber). Also included are the epic environments Po, Tigress, Crane, Mantis, Viper and Monkey, must venture through on their epic quest to confront the evil Lord Shen and save kung fu. With new friends, Po's strength has never been greater. But how can he stop a weapon that can stop kung fu? Po must look deep into his past and uncover the secrets of his mysterious origins; only then will he be able to unlock the strength he needs to succeed.

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