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The Art Of Rise Of The Guardians



Synopsis

The Art of Rise of the Guardians is a fascinating 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. In Rise of the Guardians, North (Alec Baldwin), Bunnymund (Hugh Jackman), Tooth (Isla Fisher), and Sandman try to recruit the mysterious Jack Frost (Chris Pine) to help them stop Pitch (Jude Law) from putting an end to childhood belief and sending the world into eternal darkness. Rise of the Guardians is one of DreamWorks Animation's most ambitious films to date, allowing families to get to know the icons of childhood in a whole new way. Its mythic premise provided the artists at the studio with an opportunity to let their imaginations soar, producing a truly unique take on the imaginary figures of childhood and the innocence and joy they represent. The Art of Rise of the Guardians is a fascinating look at the ways these artists and craftspeople collaborated to create a stunning CG movie in 3D that will change the way we look at childhood.

Book Information

Hardcover: 158 pages

Publisher: Insight Editions (October 23, 2012)

Language: English

ISBN-10: 1608871088

ISBN-13: 978-1608871087

Product Dimensions: 11 x 0.9 x 10 inches

Shipping Weight: 3 pounds (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 stars (See all reviews) (101 customer reviews)

Best Sellers Rank: #301,828 in Books (See Top 100 in Books) #124 in Books > Arts & Photography > Graphic Design > Animation #342 in Books > Arts & Photography > Other Media > Film & Video #3518 in Books > Arts & Photography > Photography & Video

Customer Reviews

Length: 1:09 Mins

When I first saw the cover, I found it puzzling that an animated movie artbook would have a cover with this much white space. Covers for such books are usually filled with strong colours. Featured in this 156-page hardcover are gorgeous concept art for the DreamWorks animated film. Rise of the Guardians is based on the children book series The Guardians of Childhood, written by William Joyce, who's also the film's executive producer. Just printed behind the covers are huge detailed 3D

portraits of the six main characters. They are North, Bunny, Tooth, Sandy, Jack Frost and Pitch. The art revolve around them. Animated films with mythical characters are pretty common but it's always fun to see different interpretation. The character designs are wonderful. All the six are given a slight twist. North, aka Santa Claus, wields two swords and looks more like a warrior. And Bunny looks quite cool with the serious demeanor. My favourites are probably the designs for Sandy and Tooth. There's also much to read with the lengthy commentary on the characters. Beside character art, there are many beautiful paintings of the magical worlds they live in. Some of the ones I like are from Max Boas, Tim Lamb, Jayee Borcar, Peter Maynez, Felix Yoon, Patrick Hanenberger and Woonyoung Jung. They create much of the environment art of which many are printed big and nice. Overall, the artbook packs plenty of things to see and read. It's fantastic and highly recommended. It seems there are two publishers for this book, Titan Books and Insight Editions. Prices for the books might differ depending on where the books are sold. (There are more pictures of the book on my blog. Just visit my profile for the link.)

The artwork in this book is absolutely stunning. The landscapes and the thought put behind each character is really inspiring, and I really love this book. The only complaint that I have about it is that I really wish that there were more images dedicated to character development. There were so many pictures of the characters as final products, but it would've been really nice to see the process. Other than that, it's a great book with beautiful pictures and a pretty interesting read.

Personally, I am very picky about art books. I prefer a balance of both early sketches, paintings, character tds, and digital manips which this art book succeeded on all fronts. It's filled with beautiful, unique designs making it surpass both the Tangled and the How to Train Your Dragon I own (which were originally my personal favorites out of my collection). Each of the main characters are shown in intense detail along with each of the "worlds" they are located in. You'll definitely be blown away and I would give it a must have for art book collectors and concept art appreciators.

It took a while to receive since it was back-ordered but it was worth the wait. The artwork is breathtaking. My daughter purchased it with her birthday money and spent about an hour slowly paging through the hard bound book. You are able to see the character ideas from beginning to end. The book lays it out from storyboard to final design. I told my daughter to take good care of it. You cannot beat the online price. In store it is \$40+. I would say this book is well worth the higher price.

If you're looking for bonus art, concept art, character concepting, extra backstory and more great stuff, this is it. It's got beautiful concept images that really give you a peek into the imagination and process behind the film. There is also a forward by William Joyce that I enjoyed as well. If you're a fan that just wants more pictures of everyone, it's got that too. Its real value is in the behind the scenes information. The ideas for how they modeled the characters and environments is fascinating, even if that's not your thing. It's a great book.

I was lucky to think ahead and purchase this art book before the film was released. I'm really glad I did, because the visuals are amazing! The bits of backstory on the characters and their environments make for a fascinating read. Being able to see the artwork of the artists who worked so hard to put this film together is a real treat, and an inspiration for any aspiring artist. A great purchase, and a must-have for the library of any RoTG fan.

The artists at Dreamworks know their stuff. The movie is gorgeous and so is this book! If you are a fan, this is one piece of merchandise worth buying. This book is LARGE and full of tons of concept work. Worth the money!

One of the best "Art of" book i have. Beautiful artwork and very inspiring comments on the production process. I think it would have been greater if they had put more character design, just very few process for each character development. Tons of environment design which worth the buy.

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