The Art Of Star Wars: The Force Awakens
Synopsis
Step inside the Lucasfilm art departments for the creation of fantastical worlds, unforgettable characters, and unimaginable creatures. The Art of Star Wars: The Force Awakens will take you there, from the earliest gathering of artists and production designers at Lucasfilm headquarters in San Francisco to the fever pitch of production at Pinewood Studios to the conclusion of post-production at Industrial Light & Magic—all with unprecedented access. Exclusive interviews with the entire creative team impart fascinating insights in bringing director J. J. Abrams™s vision to life; unused “blue sky” concept art offers glimpses into roads not traveled. Bursting with hundreds of stunning works of art, including production paintings, concept sketches, storyboards, blueprints, and matte paintings, this visual feast will delight Star Wars fans and cineastes for decades to come. The Art of Star Wars: The Force Awakens is the definitive expression of how the latest chapter in the Star Wars saga was dreamed into being. ALSO AVAILABLE FROM ABRAMS IN SPRING 2016: The Making of Star Wars: The Force Awakens by Mark Cotta Vaz. Forewords by J.J. Abrams and Kathleen Kennedy. ISBN: 978-1-4197-2022-2

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Customer Reviews
This is an amazing art book that would please any star wars fan. Its loaded with content and the pictures look beautiful and cover lots of different things from the new movie. Throughout the book there are brief comments talking about the art teams journey designing everything as well as comments on some of the pictures. Also the book is laid out in a timeline format so that as you go through the book you get to see how the art team was progressing and when they made everything
The book itself is very nicely made. The slipcover has some great art on both the front and back and the book itself has a nice and thick hardcover featuring the Millennium Falcon. The contents are:

- Foreword- is 4 pages and basically just talks about the book and the new movie and what they hoped to achieve with it.
- Introduction- is 2 pages and just talks about how they had to make the new film just as good if not better than the previous films and a few things they wanted to do with the new film.
- Whos Who- This is 2 pages and lists the names of all the artists and designers.
- "Guided Imagery" Concept Phase- This is 70 pages and is just the art and designers throwing out sketches and art that they might later use. You get to see some ideas of how Rey, Finn and other new characters might look as well as a weird version of the AT-AT. There are revisions of Han Solo and Princess Leia, lots of battle scenes and beautiful scenery.

Wow. This artbook is better than I expected, but it's also a bit different than the ones for Episodes I, II and III. The content is interestingly arranged in chronologically in order of the film production, so you can follow along as the art and concepts are developed from January 2013 to January 2015. You'll be able to see the early concepts for Rey and Finn who in the beginning are drawn like they are for some teen movie, and then much later on when it makes more sense to cover up Rey in survival gear-like clothing. So there's no specific section on character designs, environments or vehicles. Everything is just mixed together as and when they were being developed. It's an interesting approach that I'm not sure if it's good or bad. The artworks are fantastic. Most of them are of scene paintings and environments. And these would be the highlight of the book. They are very detailed and beautiful. I think they capture the mood of the film well and the worlds created look really believable and beautiful. One good thing is the artworks feel like they are from Star Wars and not some first-person-shooter sci-fi video game. There's also insightful commentary from the art department. I'm surprised there aren't more character and creature designs though. For example, you won't get to see the different variations of suits for Poe, Rey, Finn, Kylo Ren or other characters for that matter. Most characters and aliens when they do appear are in the scene paintings. Maybe more will be included in the making-of book. If you want to learn more about the characters, then get Star Wars: The Force Awakens Visual Dictionary. Or for vehicles, get Star Wars: The Force Awakens Incredible Cross-Sections.
away, along with its characters, creatures, vehicles, weapons, and planets. There are quite a few books about Star Wars: The Force Awakens being released - and this is the best of them if you are interested in the artistic side of Star Wars (or movies in general). I won’t spoil anything specific - I’ll just say that you probably want to save this book until after you’ve seen the film, because the book includes designs (both conceptual and finished) for certain characters and locations that are better kept a mystery until you’ve experienced the movie. If you enjoyed the film, you will be pleased to know that this book offers the reader insight into the detailed art direction and production design that went into creating The Force Awakens. Star Wars has always used the image to convey thematic ideas; and the level of imagination and creativity that goes into them is arguably greater than any other film franchise. Among the imagery in the book are early and unused concept sketches, storyboards, paintings, and even blueprints. The images are printed in high resolution so you can inspect every detail. Although this is primarily a book of art, the author has done a nice job writing text that compliments the imagery and enhances the experience of the book. Included are quotes from key creatives that worked on the project. On the whole, the book has a nice layout; while most books group the artwork by character or the film chronology, this book does things a bit differently. The art is instead published essentially in the order it was created, beginning with the earliest concept ideas in late 2012 and ending with some post-production design changes in January 2015.

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