

Star Wars Art: Concept By Joe Johnston) 1419708627 Got this book for my birthday and I loved the artwork! It's not so much focus on the previous movies (that I would have liked).

This is the fourth in the series of 'Star Wars Art' books ('Visions' 'Comics' and 'Illustration' being the others) and as with the others this tome is also worth getting. With 175 glossy pages packed with beautiful concept art from the likes of Ralph McQuarrie Joe Johnston Doug Chiang Ryan Church Iain McCaig and more this covers everything from original movies the prequels television and video games including the now cancelled TV show 'Detours' and video game 'Star Wars 1313'. Starting with introductions from Joe Johnston Ryan Church and Doug Chiang what you get is page after page of full colour plates of paintings plus sketches and digital art showcasing the creature designs to the vehicles and beautiful vistas from the iconic saga. I'm not so in to the games but it was fun seeing the art; the artists are so talented! 1419708627 There's a lot of very high-quality concept artwork here; surprisingly it's not dominated by original trilogy art. 1419708627 Very pretty but a little frustrating in its focus on prequel era films and video games with the puzzling inclusion of Soriyama's generic robot girl a weird non-Star Wars diversion. But solid enough for someone with Star Wars in his blood from a young age and a love for the property that even 10+ years of lackluster prequels and prequel-based stories hasn't been able to entirely kill. 1419708627 From Ralph McQuarrie and Joe Johnston to Doug Chiang Ryan Church Iain McCaig Erik Tiemens and the next generation of animation and video-game artists Star Wars Art: Concept collects for the first time ever the very best Star Wars conceptual artwork. As curated by George Lucas the artwork that helped bring the Star Wars Saga to life is revealed in all its glory featuring pre-production drawings and paintings from the Original Trilogy the Prequel Trilogy the TV shows and the video games including an exclusive preview of artwork from the highly anticipated 1313. From pen and paint and paper to the digital realm the result is the creation of breathtaking iconic worlds vehicles and characters that successive generations have embraced and made their own. " —Star Wars Insider magazine "Star Wars Art: Concept is a glorious coffee-table book that's chock full of great artwork by many of the masters who've worked on the film from Ralph McQuarrie on down. com Star Wars Art: Concept Star Wars has been one of my favorite series for a long time now and I've always found it interesting to learn more about the development and creative process that goes behind each product launched for the series. This book is just an art book with pretty amazing paintings mind you that shows a little bit into the minds of amazing creators that contributed to either the movies TV series or games both published and shelved. I would have much preferred a bit of written input into what was going on in the mind of the artists that did these amazing pieces instead of the half-assed comments and interviews that we get at the begging and end of the book. What's that they say about history repeating itself? First as tragedy then as farce? That's my feelings about the whole recently concluded Skywalker Saga: Three fine (though of decreasing quality) space operas one trilogy where they gave Lucas way too much control over product and another where there was no one in control at all and we ended up with an inferior rehash of the first trilogy,

But I think that is more due to previous books being devoted to McQuarrie's and Johnston's art: Some of the most surprising bits are pieces of concept art for projects that never came to fruition: Makes you wish some of these (particularly 1313) could see the light of day, The headscratcher for me is why no concept art for the live action tv series was included as quite a bit was done for it before it was scrapped. (And *one* piece of episode seven concept art would have been a nice bone to fans. To be honest it's probably nothing you haven't seen before but it's good to see it all collected into one nice hardback volume: If you enjoy flicking through the pages of movie art books and love the Star Wars saga then I would recommend this book. It does focus a bit more heavily on more recent concept art but more on the clone wars games and concept art that never got to see the light of day in any movie: New things comes out everyday it seems would be fun if they used some of the material that was scrapped, I would estimate that Revenge of the Sith has the most pages in here but there are also A LOT of pages dedicated to Star Wars 1313, I'm pretty sure that project had

already been canceled when this book came out so I am very grateful that this was included: There was another canceled game called First Assault that also had some really cool concept art: I had used one of them as my computer wallpaper for a while without knowing exactly where it came from and I was happy to see it included here, There are a couple of introductions at the beginning of the book plus some artist profiles and one interview at the end, I am very pleased with what is included here but I would have liked some more details about the stuff that isn't exactly self-explanatory like the canceled games. If you care about the quality of the dust jacket I would not order something like this online, This is a large heavy book and the dimensions of it are a little unusual, It's almost guaranteed to get damaged in the mail unless the person shipping it is careful: Try to get it in person when bookstores or conventions are open again: Also a little frustrating to see such gorgeous intriguing art for the now-cancelled 1313 game. I imagine a more diehard modern Star Wars fan would find this a real treasure trove: Spanning the years from 1975 to the present Star Wars Art: Concept is a fascinating look at the process of conceptual design, Praise for Star Wars Art: Concept: "Legendary production artwork gets the showcase it deserves. This makes it just a big gallery in an uncomfortable size format: 1419708627 Skip this and go straight to Star Wars Art: Ralph McQuarrie unless you really want to see half a book of digital artwork for Clone Wars and the prequels, 1419708627 This book seems pretty pricey for what you get but if you go into it knowing that it is very high quality and I enjoyed it: This book is just a series of concept pieces of artwork for a wide variety of Star Wars sources, I was surprised that probably 60% weren't related to the movies: Quite a few were related to video games that I've never even heard of (maybe they got cancelled) and I've played pretty much all of them, Like all of these types of books I've read the artwork is incredible. I would recommend reading the making of books for each of the three original trilogy movies: This book give virtually no explanations and a good deal of the imagery is referencing things that were ultimately cut from movies. You would have no idea what you were looking at if you hadn't read those other books first, I realized not far into the book that if I hadn't recently read those previous the making of. books I would have no idea what the concept was supposed to be or what it would turn into or if it would eventually be cut. Anyway this is a book to admire the art and not learn anything about the decision making process or even what they were deciding, There are also some random sexy type robots (called Betty I think) that I have no idea why they were included, They were obviously done by a professional but they didn't fit the book: My main complaint is that very little of this book focuses on the concepts that people would expect mainly the first 6 movies: Pair that with the complete lack of explanations or information and I can see why some people would be disappointed. 1419708627 The third unlooked-for Star Wars-related artbook from my sister's family (see my review of Star Wars Storyboards: The Original Trilogy), This volume is a bit more interesting than the storyboard books since it covers artists' concepts from outside the trilogies (the first two) including Clone Wars and the novels, 61 in this edition) that shows him as a four-armed alien which suggests to me that his and General Grievous' character were originally conceived as a single villain, It wouldn't have made the prequels only about 1% less bad though. 1419708627 Such a fantastic volume of gorgeous art. This is very very interesting. Unfortunately there isn't much in the way of text." —io9. This being said. Those are very dense but incredibly informative and fascinating. I guess you could google them as well. It would just be a pretty picture. I laughed at the Dooku picture of him being a blue alien. It was hilarious because it was so unexpected. I would say get this from the library. Stray observations: There's an image of Count Dooku (p. IMO they probably should have stuck with that. 1419708627 3.5 1419708627

