

(Ebook pdf) The Art of Blue Sky Studios

The Art of Blue Sky Studios

Jake S. Friedman

**Download PDF / ePub / DOC / audiobook / ebooks*

THE ART OF **Blue Sky** STUDIOS



JAKE S. FRIEDMAN

FOREWORD BY Carl Ludwig, Eugene Troubetzkoy & Chris Wedel

 Download

 Read Online

#823165 in Books 2014-10-14 2014-10-14 Original language: English PDF # 1 12.75 x 1.00 x 9.251, 4.00
#File Name: 160887317X304 pages | File size: 66.Mb

Jake S. Friedman : The Art of Blue Sky Studios before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Art of Blue Sky Studios:

0 of 0 people found the following review helpful. Art of Blue Sky Studios By JMM Blue Sky Studios began as a modest visual effects firm and has evolved into one of the largest film animation companies. It is now a subsidiary of 20th Century Fox, producing animated hits such as "Ice Age" and "Rio". The Art of Blue Sky Studios collects the studio's work and provides context about the company's history, their animation process, and design and character details. About half of the book is dedicated to the Ice Age franchise, which has proven to be quite lucrative for the studio and is one of the most well-known animated film brands outside of the Pixar realm. Other films included are "Robots", "Epic" and "Horton Hears a Who!". At the end of the book (which was originally published in 2014) is a brief look at "The Peanuts Movie" (which has its own separate art book). This is one of the largest art books I own,

standing 13" tall and featuring over 300 pages of art. It's a mix of full-page color artwork and smaller character sketches. Throw in a few pages of color scripts and some digital layouts and there's quite a lot to chew on for those interested in animation. The book is similar to one published about Dreamworks Animation studios, although not quite as detailed. When comparing the two, ultimately the Dreamworks book has the edge (in part because there is a greater variety of films). Overall, I'd recommend this book for fans of Blue Sky's films. The design and animation in these films are distinct and high quality, and I'm happy to have the studio's cumulative work collected in this book. 0 of 0 people found the following review helpful. Huge volume filled with great material! By Marc Amazing history of an amazing company. Huge volume of quality work and the book itself is one huge volume! Beautiful layout, paper and colors. It's highly readable and fun for anyone but it's an even greater inspiration for those working in (or aspiring to work in) character art or animation. I figured it was a pretty good art book, but was even more impressed as I read through it. If you love such classic animation features such as Rio, Robots, Ice Age, etc. you'll love this book! 0 of 0 people found the following review helpful. Solid purchase if... By Customer This book is an amazing addition to my growing collection of concept art books. At a little over 300 pages it's packed with lovely artwork throughout. I will warn that some of the artwork is blurry, which is a distraction for a \$60 book. If you can find it for cheaper definitely do so. At \$60 however you might want to think about it.

Over the past 15 years, 20th Century Fox and Blue Sky Studios have revolutionized computer animation with some of the most beloved movies of all time, from their initial success with Ice Age in 2002 to hits like Robots, Rio, Dr. Seuss Horton Hears a Who!, Epic, and the four Ice Age sequels. For the first time, this deluxe coffee-table book tells the remarkable tale of Blue Skys success, from its origins as a live-action visual effects company to its partnership with 20th Century Fox and reinvention as a driving force in the world of computer-generated animation. With exclusive access to Blue Skys archives and the exceptional artists who have made characters like Ice Age's Scrat and Rio's Blu and Jewel household names, this book takes an in-depth behind-the-scenes look at one of animations greatest success stories. Featuring never-before-seen concept art, early sketches, stunning stills, and other unique visuals, The Art of Blue Sky Studios delivers the complete illustrated history of this outstanding creative force in computer-generated animation.

IBPA Benjamin Franklin Awards - Coffee Table - Large Format Silver Medal Filled with working conceptual art...character development sketches and models...studies on the shape language. And light. And so many images of how the colors of light play in movement, setting of mood, and layout of drama....I've been motivated to think of light and color in a new way, and I'm confident that my hands will reach for [these] wonderful pages again for further inspiration. VizWorld Impressive new coffee table art book. AWN...is the most impressive movie-related art book I've ever seen... the full color paintings [are] done mostly to visualize the environments for the films and the characters' place in them, and they're striking. I can't compliment them enough...Best of all, the book doesn't try to cram them all into a smaller format. They're allowed to breathe. Some stretch across two page spreads. You can really see these paintings, and that's what an art book should do. Comic Book Resources This book encompasses everything up to and including Rio 2. You and your kids will love flipping through and looking at all the fantastic images and learning more about this company that has been creating computer graphics since before the general public knew that was a thing. GeekDad It's hard to believe it's been just over a decade since Fox helped launch Blue Sky into the world of theatrical feature animation with the global hit franchise starter Ice Age back in 2002 the fifth installment of which is planned for 2016. Since then, the studio has continually upped the CG animation bar with film adaptations and lushly designed original stories, from Robots to Rio. For the first time, you can leaf through a hefty coffee-table hardcover and live the studios journey from live-action visual effects company to a driving force in CG animation. Thanks to exclusive access to Blue Skys archives (and the talented artists who have built it), this edition boasts never-before-seen concept art, early sketches, stunning film stills and more eye candy to tide you over until their next ambitious project: the first-ever CG Peanuts movie coming next year. Animation Magazine...a worthy addition to any animation geeks shelf. Den of Geek