

The Art of Monsters University

Karen Paik

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Karen Paik : The Art of Monsters University before purchasing it in order to gage whether or not it would be worth my time, and all praised The Art of Monsters University:

1 of 1 people found the following review helpful. Explosion of ColorBy AlicjaI have always been a sucker for art books so getting this one was a must.If you order it you may find the edges of the book cover to be a bit bent. The book is not reinforced by cardboard, and therefore that's the only drawback that I found. But don't let it stop you from purchasing.Monsters Uni was one of the most colorful art books I purchased, leave it to Pixar to create such stunning works of art. The content definitely does not disappoint, and the book takes you through all the processes of the creation of this visual masterpiece. From storyboards to character designs you get to see all the unique concepts that made and didn't make the film.The one thing that really stuck me about the book was that it literally was an explosion of saturated colors. It's super colorful and fun, perfect for anyone to look at. It is a book I flip through often for inspiration and fun and definitely did not regret buying.0 of 0 people found the following review helpful. A beautiful and vibrant bookBy Kazammo!If you loved Art of Monsters Inc, youll also love this Art of book for the prequel Monsters University.With a lot more key characters in Monsters University, versus Monsters Inc, there is a bigger range of character designs than in the first book, as youd expect. Mike and Sully still get a little bit of attention, showing them as their younger selves, but the bulk of the character design artwork in this book is dedicated to the other characters such as Dean Hardscrabble, the Oozma Kappa crew, the other fraternities, and even a little Archie the Scare Pig. No one character has a lot of drawings, but theres a good range of monsters to appease those who love character design.The same approach is applied to the locations, with some awesome environment art dispersed throughout the book. Almost all the different settings from the movie are represented in the book- the university campus and classrooms, the fraternity houses, the different challenge locations (underground, the library, the maze etc.), and more are all covered.The book also has some storyboards, color keys, character maquettes and other

developmental artwork to feast your eyes on. Backing up all the artwork are a plenty of quotes from the Pixar artists, producers and directors giving insight in to the thinking and process of each step to develop the movie. I tend not to read large areas of text much in books like this, so having these quotes spread through the book is a great way of getting extra information while viewing the stars of the book, the fantastic images. A beautiful and vibrant book, perfect for fans of the movie, or animation.

0 of 0 people found the following review helpful. Great Art By Ghaleon

With each Disney/Pixar movie that has come out, I have purchased the "Art of" book because I enjoy looking at the creative ideas that go into making one of these fantastic films. From storyboards, to concept sketches, to nearly final digital renderings, each book shows all the main characters as well as some of the minor ones. We also get to look at all the background scenes where the characters are, be it a college full of monsters or a small town inhabited by automobiles. And this "Art of" book is no different. I really loved looking at each page and reading the animator's thoughts about each character. Especially how they drew inspiration from the stars who voiced each character. My favorite in this book is the evolution of Dean Hardscrabble. If you are a fan of animation and the creative process, then this book is for you.

In 2001, Pixar introduced audiences to the world behind our bedroom closet doors in *Monsters, Inc.* Now, Sulley and Mike are back, along with a few familiar faces and a host of brand new characters, in this prequel to the Pixar classic.

About the Author Academy Award-winning filmmaker John Lasseter maintains creative oversight of all films and associated projects from Walt Disney and Pixar Animation Studios. Lasseter made his directorial debut in 1995 with *Toy Story*, the world's first feature-length computer-animated film. He subsequently went on to direct *A Bug's Life*, *Toy Story 2*, *Cars*, and *Cars 2*. Lasseter has executive produced all of Pixar's films since 2001, including the 2015 release of *Inside Out* and *Finding Dory* in 2016, and has executive produced all of Walt Disney Animation Studios films since 2006, including its most recent releases *Big Hero 6* and *Zootopia*. He is currently directing *Toy Story 4*.