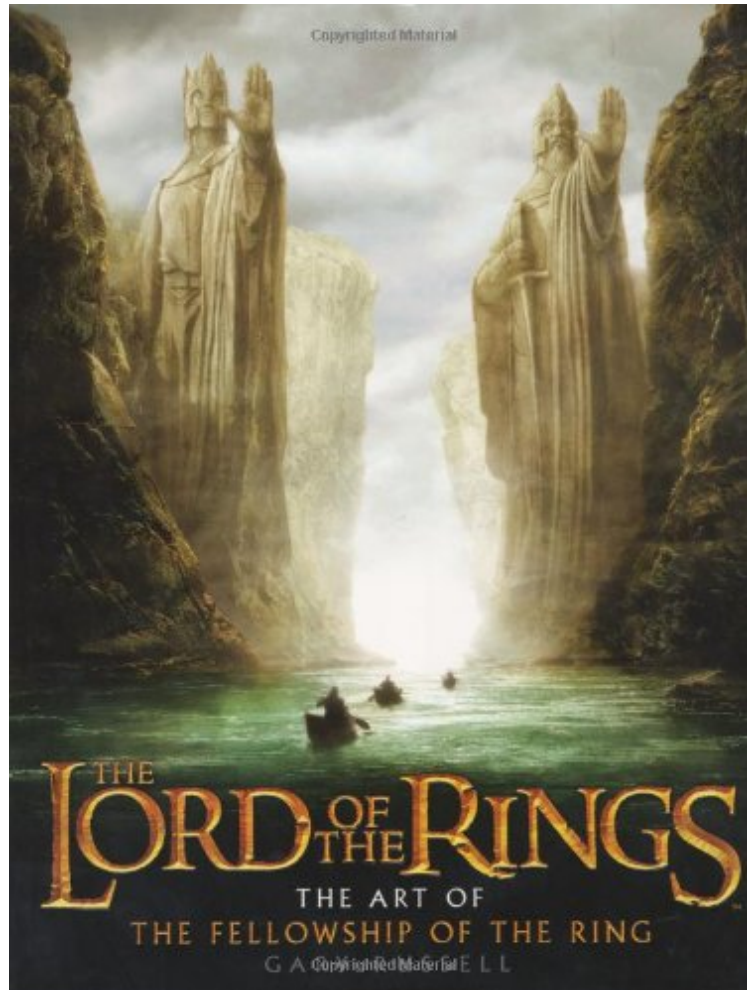


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The Art of The Fellowship of the Ring (The Lord of the Rings)

Gary Russell

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Gary Russell : The Art of The Fellowship of the Ring (The Lord of the Rings) before purchasing it in order to gage whether or not it would be worth my time, and all praised The Art of The Fellowship of the Ring (The Lord of the Rings):

41 of 41 people found the following review helpful. A comprehensive and entertaining companion to the films!By Marcy G.What an incredible book! At 192 pages, this fantastic work by Gary Russell is chock-full of pictures, sketches, drawings and paintings from the wonderful film The Lord of the Rings - The Fellowship of the Rings. I have purchased all of the movie tie-in books available and this is by far my favorite. If you are into visuals (and I am), I couldnt recommend this book enough. The back of the book says contains 500 exclusive paintings and drawings from the spectacular film" and they weren't kidding!The book is divided into 4 chapters - Locations, Costumes, Armory and

Creatures. The LOCATIONS chapter is by far the largest - with extensive coverage of Bag End and Hobbiton, Bree, Weathertop, Ford of Bruinen, Rivendell, Moria, Isengard, Lothlorien, the River Anduin, Mordor and Amon Hen. One of my favorites is the sketch of the Bag End floor plan (with its pantries and cellars that we don't get to see in the film). There are also sketches of the interior of the Green Dragon Inn (which we never saw on the film but which will hopefully make an appearance on the Special Extended Edition VHS/DVD to be released in November). The COSTUMES chapter shows the various design sketches by Ngila Dickson and Sylvana Sacco. All the main characters (from Frodo to Galadriel to Sauron - as well as Gandalf's pipes!) are featured. Costume designer Ngila Dickson also gives snippets on the influences of the costumes as well as the reasons why certain design themes were chosen (e.g. Boromir's Gondorian costume is drawn from Byzantine influences and how Legolas' costume was the most difficult to design). The ARMORY section shows all the various swords, daggers, insignias, shields, etc. carried by the characters. Included are Frodo's mithril shirt and the various armor as worn by Elendil, Elrond and Gil-Galad in the Prologue. The final chapter, and not the least interesting, is the CREATURES section with its sketches, maquettes, paintings and screenshots of Orcs, Urukhai, the Cave Troll, the Ringwraiths, the Watcher of the Water and the spectacular Balrog. One of the most interesting are the various versions of the Balrog (from more human-like to reptilian to the final version with wings). What's wonderful about this book is that it really gives you the essence of the monumental task of bringing the films to life. So many talented individuals collaborated to breathe life into Professor Tolkien's Middle Earth. Mind you, this book isn't all visuals: each picture is accompanied by the description of the picture, the artist and background information on the picture (e.g. how it was used in the film, why it was rejected, Peter Jackson's ideas). For instance, on his sketch of the Balrog, John Howe describes why he chose to give the Balrog wings (and Peter Jackson's response to it). Alan Lee's beautiful paintings and drawings are also showcased in this book. If you are a fan of the books and/or the film, are interested in art, or enjoy books with lots (and I mean loads) of wonderful visuals, then I couldn't recommend this book highly enough. I'm already looking forward to *The Art of The Two Towers* and can't wait to see what Gary Russell has in store for us in the next couple of years!

0 of 0 people found the following review helpful. This book was not what I expected. If you ...
By Patrick Fitzsimons
This book was not what I expected. If you are a follower of the movies, *Memoir* might be OK for you.
0 of 0 people found the following review helpful.
Great insight into a great movie
By M. Akif Malatyali
I recommend this book to anyone who is interested in art (John Howe, Alan Lee and Christian Rivers' pencil sketches and illustrations are just beautiful!), how movies are made (you will not believe what a painstaking process they went through drawing and drawing for almost 5 years just to give us a 3 hours long movie), or just looking for enhancing the pleasure they got from Peter Jackson's beautiful movie, by learning a little more of the details that make Mr. Jackson's movie and J.R.R. Tolkien's book great. I am not even listing LotR die-hard fans, as I know they wouldn't be able to call themselves die-hard without having this book and be able to sleep at night. I have a complaint though, although the book has incredible paintings that will get you excited, after I finished it, I had the feeling that it was not complete. I expected more drawings, more insight from the creators. It also ends abruptly, you turn a page of Balrog sculpture and it ends. I at least expected a word from the author. I try to be understanding as I imagine the amount of material they must have and the limitations of putting them together in a readable book, but I can't stop from thinking that this was another marketing strategy, making us buy the latest 5 disc Dvd edition...

Alan Lee, the beloved illustrator of many of Houghton Mifflin Tolkien editions, and a talented team of other artists, including the renowned Tolkien illustrator John Howe, have spent more than three years creating the sets, props, creatures, and locations that truly bring Tolkien's Middle-earth to life. Hobbiton, Rivendell, and Minas Tirith are no longer designations on the map. Literally hundreds of designers and craftspeople have been painstakingly adding authentic cultural details to each of more than 48,000 separate objects shown in *The Fellowship of the Ring*, from armor to props to architecture. All this and more is shown in Gary Russell's lavishly illustrated book. Russell spent time on the set in New Zealand, conducting interviews with director Peter Jackson, special effects guru Richard Taylor, art directors Paul Lasaine, Dan Hennah, and Chris Hennah, costumer Ngila Dickson, and Alan Lee and John Howe. Featuring everything from pencil sketches to the finished objects, his book gives detailed descriptions of why and how this groundbreaking film looks as exciting as it does. The millions of fans dazzled by the results will find here everything they want to know about the genesis and evolution of the movie's incredible look.

From *Library Journal*
The third tie-in volume to Peter Jackson's smash film adaptation of the fantasy epic spotlights the hundreds of paintings, sketches, and models used to construct the film's sets, design costumes, build props, and more. Essentially, this is a catalog of roughly 500 striking images of the conceptual art juxtaposed with the finished item used on film, whether it be a house, a cloak, weaponry, or any of the assorted beasties. The book covers all facets of the physical creation of Tolkien's world on film. The illustrations are accompanied with captions written by British writer/editor Russell and based on interviews conducted with the numerous painters, sculptors, costume designers, prop makers, and others responsible for converting the story from page to screen. Because of the price, the film's legions of fans might not want to pop for the book themselves, but they will gladly borrow it, so it's worth the

investment. Recommended. Michael Rogers, "Library Journal" Copyright 2002 Reed Business Information, Inc.
"Inside knowledge will enhance your enjoyment of the film rather than lessen it." Fort Worth Star-Telegram
"It's worth the investment. Recommended" Library Journal
"Showcases hundreds of set, costume and character designs used in creating the acclaimed film." The Los Angeles Times
"The visual quality was stunning [The Lord of the Rings: The Fellowship of the Ring]. This book captures the look and feel." Kansas City Star