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The Art Of Rogue One: A Star Wars Story



Synopsis

This book is a visual chronicle of the Lucasfilm art department's creation of new worlds, unforgettable characters, and newly imagined droids, vehicles, and weapons for the first movie in the Star Wars Story series—Rogue One: A Star Wars Story. In the same format and style as Abrams' The Art of Star Wars: The Force Awakens, the book gives readers unprecedented access to hundreds of concept paintings, sketches, storyboards, matte paintings, and character, costume, and vehicle designs. The Art of Rogue One: A Star Wars Story will stand as the definitive guide to the artwork and imagination behind the newest chapter in the Star Wars franchise and will delight Star Wars fans and cineastes for decades to come. Directed by Gareth Edwards (Godzilla, Monsters), with production design by Doug Chiang and Neil Lamont, Rogue One chronicles the adventures of a Rebel cell tasked with a desperate mission: to steal the plans for the Death Star before it can be used to enforce the Emperor's rule. The all-star cast includes Felicity Jones, Diego Luna, Forest Whitaker, Mads Mikkelsen, Alan Tudyk, Riz Ahmed, Ben Mendelsohn, Jiang Wen, and Donnie Yen.

Book Information

Hardcover: 256 pages

Publisher: Harry N. Abrams (December 16, 2016)

Language: English

ISBN-10: 1419722255

ISBN-13: 978-1419722257

Product Dimensions: 11.3 x 0.9 x 10.4 inches

Shipping Weight: 3.6 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars 91 customer reviews

Best Sellers Rank: #90,300 in Books (See Top 100 in Books) #33 in Books > Humor & Entertainment > Movies > Industry #115 in Books > Humor & Entertainment > Movies > Video > Direction & Production #125 in Books > Arts & Photography > Other Media > Film & Video

Customer Reviews

Regardless of how you feel about any given Star Wars film, one thing that is just about undeniable is that each and every installment in the Star Wars series has wonderful design work. "Rogue One" is no exception, and "The Art of Rogue One" goes in-depth into the art and design of the characters, locations, and key sequences in the film. I had mixed feelings about the film on the whole, but I was incredibly impressed by the work of the art department and production design team. This book is a

must-own if you enjoyed the film or enjoy great artwork. There is so much artwork here that one could spend hours going through and studying the images in the book. Some of my favorites are detailed below:- The designs of K2-SO, the film's new droid and likely a fan favorite from the film. The book shows very early concepts of K2, and well as artwork that looks to be near to the final film version of the droid.- Rough sketches of Jyn, including various alternate costume and gear designs.- Designs for the new all-black Death Troopers, Director Krennic's elite personal guards.- Illustrations of Krennic's encounter with Darth Vader in his castle on Mustafar.- Full two-page spreads of artwork from the Battle of Scarif (both the ground and air campaigns). In looking through the book, it's interesting to see how the design team takes cues from old Star Wars (necessary given the film's proximity to the original 1977 film) and build on it to create new designs. For example, you'll see the traditional TIE Fighter that you know and love, but you'll also be introduced to the TIE Striker (very similar in overall look and design, but a distinctive new shape). I really enjoyed spending time going through "The Art of Rogue One", and will likely find myself revisiting it many times in the future. The level of creativity on display in Star Wars is a major reason why it's my favorite film series, and books like this capture everything I love about the art and design of the movies.

So I received in the Mail today my favorite "Christmas Present" - The Art of Rogue One. - This is one of the best and most bad-assery books I have now. The images I so wanted to pause from the movie are in it including Darth Vader's Castle - various Concept Paintings. The book does not waste pages with photos from the movie, just pure image after image after image of conceptual design. Most of "The Art of" books" give a budding artist ideas (good ideas) on what to do to get inspired. The one I read today is that when they were developing the U-Wing, the art director gave the various concept artists a game/competition - draw as many as ideas in 1.5 minutes (GO!) and there are literally hundreds of great starship designs. That's how you do it! Highly recommend this book - 5 stars out of 5! Top rating!

This is yet another wonderful artbook for Star Wars. The quality is right up there, similar to the artbook for *The Force Awakens*. This 256-page hardcover is densely packed with concept art from front to back. The artworks are reproduced large, some pieces are printed across double pages. The huge reproduction sizes do make an impact and they surely look good. The bulk of the book features environment art, scene paintings and some storyboards. In smaller amount are the designs for characters, creatures, droids and spaceships. All the artworks are digitally painted, with

a few pieces 3D rendered or 3D painted over. The environment artworks are breathtaking. The composition is wonderful, lighting beautiful, and the design and idea look great. The vast textured landscapes look and feel believable. They are painted with so much detail that I took my time to slowly peruse each piece, wondering how they would look like if actually printed as huge paintings on walls. If you're looking for character art, they are there but definitely not as many pages when compared to the environment art. You do see some costume designs, iteration for Jyn, the stormtroopers, robots. All the artworks are well captioned, and occasionally there are lengthy and insightful writeup on the design and story process. It's clear that a lot of work went into creating the concept art. More than hundreds of drawings were created just for spaceship designs. Kudos to all the artists from the art department. It's an amazing companion for the film. Highly recommended to fans of Star Wars and sci-fi concept art. It's one of 2016's top artbooks to me. (See more pictures of the book on my blog. Just visit my profile for the link.)

I'm an unabashed Star Wars fan, so this purchase was a no-brainer for me. It arrived in the mail one day after the movie was released in theaters/cinemas (delete as applicable based upon which side of the Atlantic you're on) and I waited until I'd seen Rogue One before cracking the book. This is a sumptuous book, nicely bound and printed on high-quality paper. Clocking in at 256 pages, it's also good value. You get a lot of bang for your book here: each of the planets visited in the movie are covered (and there are quite a few of them), as are the starships, fighters, shuttles, and other tech. The cast of characters are also featured, and the book takes you from the first concept art through to the final designs. This is a book that Star Wars fans will want to return to after each viewing of the movie, and even the casual reader can appreciate the sheer amount of effort that went into designing and producing the latest Star Wars blockbuster. Highly recommended for Star Wars fans (five stars) and recommended for others (four stars).

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