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The Art Of Up



Synopsis

After Toy Story, Ratatouille, WALL-E, and other award-winning blockbusters, where else could Pixar Animation Studios go but UP? Their latest film is the heartwarming story of Carl Fredrickson (voiced by Ed Asner), a 78-year-old widower who feels that life has passed him by until a twist of fate takes him on a journey across the globe. UP is set to take off on May 29, 2009. The Art of UP contains more than 250 pieces of concept art developed for the feature, including storyboards, full-color pastels, digital and pencil sketches, character studies, color scripts, and more. Quotes from the director, artists, animators, and production team reveal the sky-high creativity that elevated this whimsical film to new heights.

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Customer Reviews

If you're still wondering about the real story of Pixar's Up, this book provides very good clues (or spoilers). I'll just say it's about Carl, the old man, going on a journey in search for meaning to his life. The directive from the top was to make Up "the studio's most emotive film to date". Tim Hauser has provided a good writeup into design style and production process of the movie. There's talk on the story arc, themes, the characters and a bit on the artistic side of production, like visiting a jungle for the research. The Pixar story team provided lots of quotes giving great insight into the story process. On the technical side to animating, nothing much is mentioned. The challenge for this movie is aimed at simplicity. The character designs are based on simple shapes like squares (Carl), ovals (Russell, balloons), bullets (dogs), etc. I've the impression there are less sets and characters compared to other Pixar movies. There seem to be only the city, the sky (flying objects) and the

jungle (big). You can see the focus is going to be on the characters. The art included are character designs, storyboards, color scripts and few environmental paintings. Descriptions for the illustrations come in the form of quotes. There are lots of character sketches for the main characters, Carl, Russell and the house. Readers looking for the plot will find that in Lou Romano's colour scripts. It seems that there's a new (to me) character designer, Daniel L pez Mu oz, doing plenty of character sketches. What you're not going to see are film stills, background paintings and pastels. No idea why but the number of background paintings always pales in comparison to non-Pixar art books. And there's only one pastel painting from Dominique Louis.

Chronicle books is well-known for beautiful and lavish books concerning the art behind many of today's modern animated films. The Art of Up is no exception. Author Tim Hauser is a graduate of the CalArts Character Animation Program and has been a writer, creative executive and producer. He also wrote The Art of Wall-E. The Pixar blog has a great interview with Tim about the experience of writing the book. When I saw Up in 3D, I left the theater a little perplexed. I knew it was a great film, but, personally, I felt like the high points were the talking dogs; it was beautiful, engrossing and the comedy was top-notch. To me, though, I was missing a connection. After ruminating on the movie for a few days, I took The Art of Up from the shelves to review it. As I read the book, I saw the intent of the filmmakers to tell the story of a man's journey--not just through him, but through everyone and everything in his life. As expected, the book is a visual delight. Each page is filled with glorious images from the pre-production of the film. Storyboards, concept art, sketches and digital paintings help to define the look and feel of the story. Hauser was able to capture the filmmakers' journey in bringing the project to fruition. One of the surprises for me lay in the area of character development. The artists coined the term simplicity to describe the process of designing the characters: "...the art of simplifying an image down to its essence. But the complexity you layer on top of it--in texture, design, or detail--is masked by how simple the form is. 'Simplicity' is about selective detail." (Ricky Nierva, p.

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