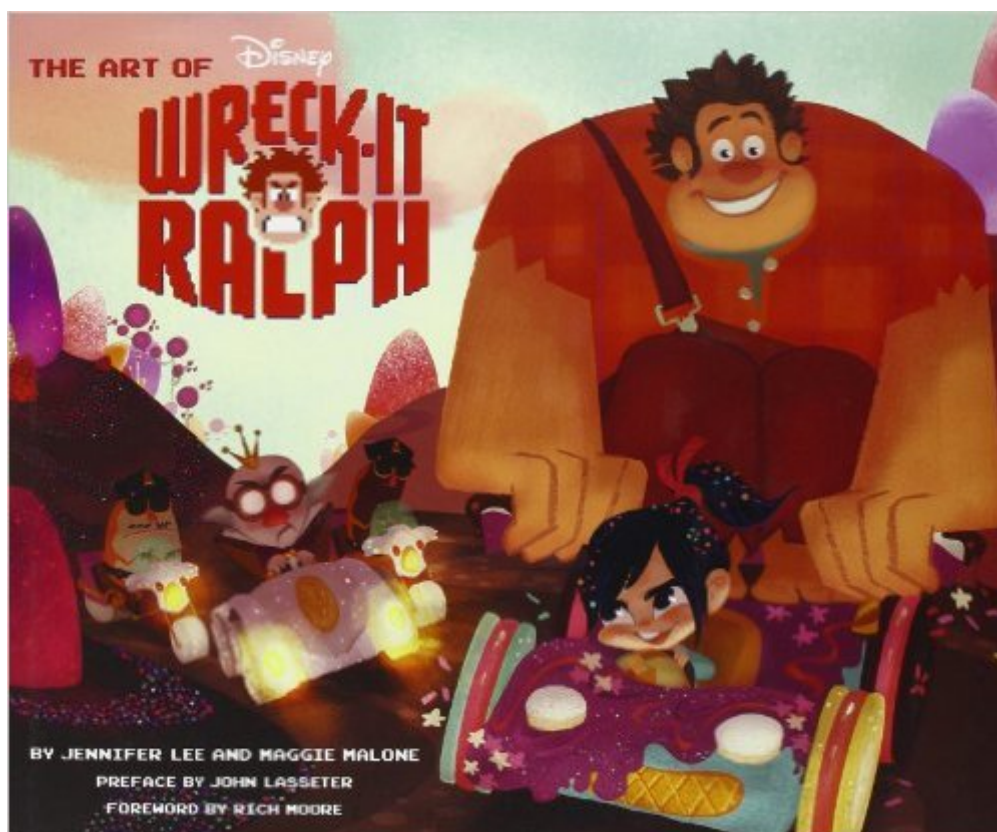The book was found

The Art Of Wreck-It Ralph (The Art Of Disney)

Synopsis

In Wreck-It Ralph, Disney's expert team of concept, visual development and story artists explore the hidden world of video games from classic 8-bit arcade games to the most modern and inventive offerings of the digital age. At the center of this hilarious and wildly original video-game-hopping adventure is Wreck-It Ralph, an arcade game bad guy who breaks all the rules when he sets off on a mission to prove he can be good. The Art of Wreck-It Ralph captures the fresh artistic vision of the film and the aesthetic journey of the filmmakers through interviews with the film's many artists, including a foreword by director Rich Moore and a preface by John Lasseter. Illustrated with character sketches, storyboards, visual development paintings, colorscripts, and more, this behind-the-scenes look at Disney's latest 3-D animated epic is a treat for video game and animation lovers alike.

Book Information

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Customer Reviews

"Movie devotees as well as readers with an interest in visual design and animation will enjoy perusing the profusely illustrated pages of Jennifer Lee and Maggie Malone's The Art of Wreck-It Ralph (Chronicle, 2012; Gr 5 Up). Stating that the movie is a bit of a departure for Disney Animation, the authors point to the involvement of Moore, who brought with him "an edgy animation aesthetic and a bold, risky sense of humor" along with a commitment to creating a film with a modern sensibility. Well-written chapters delve into each of the very different video-game worlds, describing

the design process, settings, and character development (at various times, Ralph was envisioned as a troll, caveman, Sasquatch, and gorilla, as shown in the concept artwork).Other sections introduce "Game Central" (a train-station-like hub through which the characters travel from one game console to another), scenes set in the human world of the arcade, and characters that were cut before production. Commentary from the creative staff is woven into the narrative, along with pull-out quotes, providing an interesting look at how the film's look and storyline evolved side by side. The handsome pages are filled with concept art, character sketches, story boards, and models (including an amazing built-from-candy rendition of the Sugar Rush town square)."-School Library Journal "Extra Helping""Filled with the usual copious amounts of development and production artwork, interviews with the creators, and more, it's the definitive visual exploration of Disney's latest CG animated offering." A Site Called Fred"Usually I recommend these "Art of" books because - let's face it - even if the movie is no-good, the pre-vis and character designs are usually fantastic. Wreck-It Ralph is not only a great little film, but the artwork is especially fun. Director Rich Moore assembled a hand-picked crew of cartoonists to inspire the look of the film and they did not fail. No wonder the stuff on the screen looks so good - the preliminary art pictured here shows he had a lot of quality to choose from. Mike Gabriel, Jin Kim, Bill Schwab, Lorelay Bove, Glen Keane, and Minkyu Lee are just a few of the artists supplying the eye candy here, providing the appropriate "sugar rush" you require. This is a good one." -CartoonBrew.com" If you like the movie - and that is almost guaranteed - you will have to have this book." --Animation World Network"The Art of Wreck-It Ralph takes you through every iteration of the wreckage inducing lug and his party. You'll find awesome stuff like the fact that early Sargeant Calhoun designs could have easily been used to model Fem Shep, find out the backstory of the cut character of General Locknload and discover lost levels that didn't make it into the final film based on Rock Band, Dance Dance Revolution and even a GTA-inspired level called EZ Livin 2. After reading this book you'll understand how rich of a world Ralph actually lives in and how great the rumored sequel Super Wreck-It Ralph could be." --Nerdist

Maggie Malone is director of development at Walt Disney Animation Studios, where she has worked on films including Tangled, Tinker Bell, and The Princess and the Frog.Jennifer Lee worked in book publishing for eight years before becoming a filmmaker. She joined the Walt Disney Animation Studios as a screenwriter in the Spring of 2011, and was a writer on Wreck-It Ralph.Rich Moore is the director of Wreck-It Ralph. He is a multiple EmmyÃ Â® AwardÃ¢ ¬â œwinning director on TV's The Simpsons and Futurama.John Lasseter is a two-time Academy AwardÃ Â®Ã¢ ¬â œwinning director, chief creative officer at Walt Disney and Pixar Animation

Studios, and principal creative officer at Walt Disney Imagineering.

Wreck-It Ralph has an interesting premise that will probably tickle gamers. It's amusing to see how gaming is spoofed. The book features the concept art, character designs, storyboards and colorscripts. There are lots of funny ideas and art.The book is split into roughly three parts that correspond to the game worlds that Ralph has to travel through. There's the 8-bit world, the First Person Shooter world, and finally the Sugar Rush world where the go-karts are racing.The first part looks at the 8-bit world as realised in 3D. The character designs are the cute big-head-short-legs type. I was looking out for game villains designs for the nostalgia but there aren't as many compared to the other characters.The FPS world is a strong juxtaposition from the two other worlds. The concept art here looks like they can for Halo, Mass Effect, or Gears of War. There are background art, vehicles and the technology. The only giveaway is the more caricatured character faces, cute cy-bugs and Ralph's armoured suit showing his big belly.The last part featuring the Sugar Rush world will get you into a sugar high just from looking at the pictures. There are landscape paintings of chocolate and candy, fluffy candy floss clouds, house of cakes, candy go-karts, biscuit soldiers and donut cops. There are even photos of the staff making models out of real confectionery. I feel unhealthy already after looking at so much sugar.The contrasting worlds and their quirky game characters makes this a wonderful artbook.(There are more pictures of the book on my blog. Just visit my profile for the link.)

After watching Wreck-it Ralph in theaters, I felt the need to go buy Wreck-it Ralph merch. I love the movie and I love the game world that was shown. I know Disney usually releases these "The Art of..." for their new movies, so I searched for a Wreck-it Ralph one and fortunately they did create one for the movie. :) I just received the book from the mail, and I have to say I was pleasantly surprised with the thickness of the book and the size. I was expecting a thin book and I knew it's hardcover, but I was surprised that it was quite heavy (just means that the book has more than I expected! :D). The book is filled with the beautiful artwork that you get to see in the movie and artwork that you didn't get to see in the movie. Along with the artwork, there are descriptions of the inspiration/background to each. Also at the end, they have "Bonus" artwork that was unfortunately cut out of the movie, but still enjoyable none the less. If you loved the game worlds that were featured in Wreck-it Ralph, you should definitely buy this. This would make a great gift too! :)

As an aspiring artist, I picked this book because I was enamored with the movie and I wanted to be

more familiar with the process in which Disney animators revise their characters/setting/story until the final cut. I found the book to be informative on how the designers developed places like Sugar Rush (using actual models made out of candy)and Heroes' Duty through images. The commentary that is available on the character/background pages themselves are easy to digest and don't take long to read, although I had expected a bit more in-depth explanation/description. The core four characters are also given their due 15 minutes in the spotlight, with more than just a page of their visual evolution.In addition, the backgrounds featured within the book are BEAUTIFULLY rendered on the pages; they too have several pages dedicated to their development.Side note: This book's art does NOT cover character sheets, focusing mainly on concept art instead, as subtly implied in the book's title. It is highly suggested that you purchase the movie and screencap it for the character you'd like to work drawing on, as it provides a wide range of turn-around models, lighting differences, and structure. Alternatively, if you do not wish to purchase the movie, Google "Wreck-it Ralph screencaps

I loved the visuals in this movie so I just had to buy the art book. It is a big book with thick pages and vibrant colours. It contains many pages of concept sketches and notes regarding how the movie came to be and the evolution it went through. I found it very interesting and entertaining to read. There is just the right balance between text and imagery. I will definitely re-read it many times. The different art styles included are awesome to study and see the characters drawn by different people.Some of the characters aren't covered in the book, however. I was disappointed when I got to the end and thought oh... it's finished already! The book is also mainly concepts which is great but I would have liked to see some amazing stills from the finished film in there as well, especially because the printing quality is so nice. Or even stills from the almost-but-not-quite-done stage. There were many sketches of early designs of the characters but it would have been cool if there were similar sketches of the final designs too.Overall it's a stunning book which I highly recommend to any Wreck-It Ralph fan!

I love the movie, I've seen it at least six times already and I probably would have seen it more if I didn't stop myself. I wanted to get a good look at the thought process and design behind everything and this book delivered more than I imagined. They go through a bunch of the development of the characters and the different worlds and even share some of the scrapped characters and scenes. There was so much detail and care put into this movie, I did not even realize until I read this book.I hate writing bad reviews and I am glad that I don't have to. I am completely satisfied with this

purchase.

The Ralph Mouse Collection (The Mouse and the Motorcycle / Runaway Ralph / Ralph S. Mouse) The Art of Wreck-It Ralph (The Art of Disney) Runaway Ralph CD (Ralph Mouse) Ralph S. Mouse CD (Ralph Mouse) The Grapes of Ralph: Wine According to Ralph Steadman My love for Disney: A personal account of how one Disney lover caught the Disney fever and how she became a Disney lifer Windows on Disney's Main Street, U.S.A.: Stories of the Talented People Honored at the Disney Parks (Disney Editions Deluxe) The Hidden Magic of Walt Disney World: Over 600 Secrets of the Magic Kingdom, Epcot, Disney's Hollywood Studios, and Disney's Animal Kingdom The Complete Walt Disney World 2017 (Complete Walt Disney World: The Definitive Disney Handbook) Walt Disney - A Kids Book With Fun Facts About The History & Life Story of Walt Disney (Walt Disney Books) PassPorter's Disney Weddings and Honeymoons: Dream Days at Disney World and on Disney Cruises Walt Disney Animation Studios The Archive Series Walt Disney's Nine More Old Men (Nine More Old Men: The Flipbooks) (Disney Editions Deluxe) The Hidden Magic of Walt Disney World Trivia: A Ride-by-Ride Exploration of the History, Facts, and Secrets Behind the Magic Kingdom, Epcot, Disney's Hollywood Studios, and Disney's Animal Kingdom DISNEY'S ART OF ANIMATION Disney's Art of Animation #1: From Mickey Mouse, To Beauty and the Beast Star Wars Art: Ralph McQuarrie Star Wars Art: Ralph McQuarrie (100 Postcards) Lost at Thaxton: The Dramatic True Story of Virginia's Forgotten Train Wreck Wreck This Journal (Paper bag) Expanded Ed. Wreck This Journal (Duct Tape) Expanded Ed. Wreck This Journal (Red) Expanded Ed.