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Daniel Falconer

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#302171 in Books Ingramcontent 2014-04-01 2014-04-01Original language:EnglishPDF # 1 9.50 x .50 x 7.70l, .0 #File Name: 0062326090104 pagesSmaug Unleashing the Dragon Hobbit The Desolation of Smaug | File size: 28.Mb

Daniel Falconer : **Smaug: Unleashing the Dragon (The Hobbit: The Desolation of Smaug)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Smaug: Unleashing the Dragon (The Hobbit: The Desolation of Smaug):

0 of 0 people found the following review helpful. Great Chapter in the Making-Of SagaBy Samuel B. WhiteI have really enjoyed this book, and it's a worthy part of the whole "Chronicles" series about making the Hobbit movies. The artwork is--as usual from Weta--spectacular, and I love the little insights into the creative process. Details that we don't really notice in the movie until you read about it here and realize it had pricked the back of your mind in a subtle

way. My only quibble with this book is that it could have, and I think should have, been a chapter in "The Hobbit: Desolation of Smaug - Chronicles, Art Design" rather than a standalone volume. 8 of 8 people found the following review helpful. How Smaug took shape for Jackson's The Hobbit movie By VickyNC Beautiful color production showing how the designers and artists designed Smaug. The various artists and designers discuss their thoughts and how they wanted to picture the dragon from The Hobbit movie directed by Peter Jackson. Very interesting text and beautiful drawings throughout--a high quality book on good paper. This is interesting and a great way to bring back memories of this wonderful adaptation of Tolkien's The Hobbit. 0 of 0 people found the following review helpful. Are we writing about the same book? By Samille Jordan I think the book is excellent! It is extremely more interesting than I thought it might be. I think that the best part about it is that it is written by the people who actually did the work. It isn't told to someone and then put in that person's words. Maybe it isn't for professionals, but it is excellent for theater goers. It is sold at a very low cost and shouldn't be compared with the other, larger books about the movies.

Come face to face with Smaug the Magnificent, the most realistic, breathtaking and destructive dragon ever to appear on screen, in this gallery of exclusive images that tell the story of how he was created. Smaug is possibly the most memorable character in JRR Tolkien's The Hobbit: a huge, malevolent, fire-breathing, talking dragon! But while he makes quite an impact in the book, in Peter Jackson's film adaptation he is definitely the most spectacular creature ever to appear on screen. So how did the filmmakers manage to take the dragon that has lived in millions of readers' imaginations and turn him into a totally unique and unforgettable living, breathing character? The answer can be found in Smaug: Unleashing the Dragon. Packed with stunning, exclusive new images, it reveals how he grew out of thousands of detailed and fantastical concept designs into the beast that is unleashed in awesome digital glory. Compiled by the Academy Award-winning teams at Weta Digital and Weta Workshop, who provide fascinating insights telling the story of the dragon's creation, this is the perfect companion for every fan who was blown away by Smaug, the Magnificent!

From the Back Cover How did the filmmakers manage to take the Dragon that has lived in millions of readers' imaginations and turn him into a totally unique and unforgettable living, breathing character? The answer can be found in Smaug: Unleashing the Dragon. Packed with stunning, exclusive new images, it reveals how he grew out of countless fantastical concept designs into the beast that is unleashed in awesome digital glory. Compiled by the Academy Award-winning Weta Digital and Weta Workshop teams, who provide fascinating insights telling the story of the Dragon's creation, this is the perfect companion for every fan who was blown away by Smaug, the Magnificent! About the Author Daniel Falconer has been a designer at Weta Workshop for more than a decade, producing conceptual art as part of the design team on many of the company's high profile projects, including The Lord of the Rings, King Kong, The Lion, the Witch and the Wardrobe and the short-lived Halo movie adaptation. Daniel wrote and collated Weta's first two books, The World of Kong (Simon Schuster, 2005) and The Crafting of Narnia (HarperOne, 2008), art books that showcased the illustrative work of the entire design departments behind on King Kong and The Chronicles of Narnia movies, and has provided descriptive copy for movie-based toys and collectibles including The Lord of the Rings and Star Wars. He lives in Wellington with his wife Catherine and two daughters, reveling in his dream career of playing in imaginary worlds every day.