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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

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.)

Maggie Malone, director of development at Walt Disney Animated Studios, delivers a behind-the-scenes look at Disney's new animated epic. I could not wait for the movie to come out, and watched it yesterday with my daughter. We are huge Disney fans, and found this movie as fascinating as several other Disney movies. We have been collecting Disney Movies for 20 years, traveled from New York to Florida to Disney World 8 times, and also enjoyed Disneyland in California. 'Wreck-it Ralph' is another bit hit, and to me a classic. The story is amazing, extremely funny, and fascinating. I'm glad we saw the movie first, because this book is additional excitement and fun-filled. The author includes breathtaking paintings, character sketches, storyboards, and much more. This book is indeed as Entertaining as the movie, and the Disney animation is Breathtaking. The colorful characters come to life, and the movie is absolutely Fantastic. I agreed with my daughter that the illustrations for this movie are as Beautiful as those in 'Toy Story!' We found the movie to be exquisite, and we certainly will watch it again-and-again, and will purchase the DVD for our Disney collection. This book is 160 pages of pure joy for video game, Disney, and animated lovers. Enjoyable and Highly Recommended!

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! :)

Lots of beautiful art. I'm a big fan of the Disney art books, because they always have such a great variety of work. I love looking at all the concept sketches and paintings. And Wreck it Ralph is such a colorful movie, so the artwork is fantastic.

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.

Very nice book. Wonderful descriptions and images. Bought for my fiancee for Christmas. It came in with a torn cover and spine. We were offered to return and replace, but my fiancee said it was fine.

I thought the movie was spectacular and the art book is just as wonderful. I enjoyed seeing the evolution of characters that I instantly fell in love with in the film, and how the various game worlds depicted took shape. All that talent from so many industry professionals just an arm stretch away when I need a creative boost? I couldn't pass this up.

This is SUCH a great book!! great printing, i love how they explain the concept they had for each character, it gives you an idea (if you are an illustrator) of what they actually ask for when they are coming up with a character. The concepts are beautiful, great work from the artists!!! it's fully charged with inspiration!!!! if it ever gets lost or something happens to my book, i would buy it again and again and again!

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