

[Download ebook] To Infinity and Beyond!: The Story of Pixar Animation Studios

To Infinity and Beyond!: The Story of Pixar Animation Studios

Karen Paik

*ePub | *DOC | audiobook | ebooks | Download PDF*



#640690 in Books Buzz 2007-11-01Ingredients: Example IngredientsOriginal language:EnglishPDF # 1
12.25 x 1.25 x 9.25l, 4.48 #File Name: 0811850129320 pages | File size: 36.Mb

Karen Paik : To Infinity and Beyond!: The Story of Pixar Animation Studios before purchasing it in order to gage whether or not it would be worth my time, and all praised To Infinity and Beyond!: The Story of Pixar Animation Studios:

31 of 31 people found the following review helpful. A loving, thorough portraitBy Julie NealYou can sense the quality of this massive book before you even open it. The Buzz Lightyear image is a cutout piece of glossy paper, which is set into bright green fabric. The title appears on a translucent paper banner. The back of the book matches the front, except the cutout is of the back side of Buzz. Inside, a black satin ribbon is attached to use as a bookmark.Fancy treatment indeed, but the text and images live up to it.The text is thorough and well written, and sprinkled with dozens of interviews with key Pixar people, including Ed Catmull, Steve Jobs and John Lasseter. It's accompanied by hundreds of examples of concept art, photographs, storyboards and fully rendered film images. Everything Pixar is

covered, starting with the ten formative years before "Toy Story" (including Lasseter's firing by the Disney Company), through Pixar's acquisition by Disney in 2006. I especially liked the photographs of voice talent (Ellen DeGeneres, Tom Hanks, Tim Allen) taken during recording sessions, and the many behind-the-scenes stories about making the movies. In one, John Lasseter describes how funny Tom Hanks was recording the "Toy Story" scene in which Woody tries to use Buzz's arm as a stand-in for the depressed Space Ranger: "I was laughing so hard, I almost ruined the take," Lasseter remembered. "I had to leave the room and go into the recording booth with the sound engineer." Here's the chapter list:

CHAPTER 1: Ed
 CHAPTER 2: John
 CHAPTER 3: Steve
 CHAPTER 4: Pixar's Early Days
 Spotlight: Sound
 Spotlight: The Early Short Films
 CHAPTER 5: Toy Story
 Spotlight: Music
 CHAPTER 6: Building a Studio
 CHAPTER 7: A Bug's Life
 Spotlight: "Geri's Game"
 CHAPTER 8: Toy Story 2
 Spotlight: Pixar University
 CHAPTER 9: Pixar at Home
 Spotlight: Voices
 CHAPTER 10: Monsters, Inc.
 Spotlight: "For the Birds"
 CHAPTER 11: Finding Nemo
 Spotlight: RenderMan
 CHAPTER 12: The Incredibles
 Spotlight: "Boundin"
 CHAPTER 13: Cars
 Spotlight: "One Man Band"
 CHAPTER 14: Pixar Joins with Disney

2 of 2 people found the following review helpful. I Can't Believe That I Have This Book
 By Ozan nl
 When I first saw this book, I had already started to read my new book "The Illusion of Life". A comprehensive, highly detailed, very well structured book about the history of Disney Animation Studios. I was shocked as a computer animation artist cause I had always wanted to learn the secret of the traditional animation and its history. But I had to take a step further. I knew what I needed to have. It was the name of the second revaluation of the whole animation history on the planet; P'XAR. First of all, I have to tell you that reading this book is much easier than the Illusion of life. As a person who can speak and read English very well, I do not mean that the level of the English in the book is simple, but it is much more understandable. Cause the way that author used to tell the story of the Pixar is well planned, I guess. The story begins with a simple introduction about the book itself. Then, you start to read the detailed biographies of three guys that are the milestone in the Pixar Animation Studio and its success: Ed Catmull, John Lasseter and Steve Jobs. Ed Catmull as a scientist who wants to be an artist an animator rather than a mathematic person; John Lasseter as an animator who can die for creating art on computer screens, and lastly a successful entrepreneur Steve Jobs who sees a bright future in front of this new technology. You read their both professional and social experiences while trying to run a company. After finishing these parts, the real subject of the book start to appear on the pages. Detailed and well pictured sections of company's early TV commercials, short movies and amazing feature animations. You will find too many things about computer science, production management, animation and the art of telling a good story which is the most valuable key element of all kinds of art according to John Lasseter. If you are a being living on this planet, you should have this book on your shelf. If you are an artist or a scientist, you have to have it as well. But, If you are an animator or an animation fan, please do not die unless you read, see, touch and smell this book. I could not find a better way to express how amazing this product is. Do not pay too much attention to the price of the book. Remember; you are not buying a book, you are just buying an unbelievable and spectacular history. It should not be that cheap!

0 of 0 people found the following review helpful. A great history and also an inspiring read
 By Customer
 I love Pixar, I love their movies and I loved this book. However, I will try not to write a blind review of it... I bought this book with two purposes in mind. One, I wanted to know the history of Pixar in more detail after having read the Steve Jobs biography. This book delivers all of the detail that a fan would want to know. Second, I specifically wanted to be inspired and this book is nothing but a compilation of smaller, individual stories of success that culminated in the overall success that is Pixar Studios. If anyone has read "How To Be Like Walt," this is like Part II or the new generation of Walt Disney. This is a book that I will re-read multiple times.

In 1986, gifted animator John Lasseter, technology guru Ed Catmull, and visionary Steve Jobs founded Pixar Animation Studios. Their goal: create a computer animated feature, despite predictions that it could never be done. An unprecedented catalog of blockbuster films later, the studio is honoring its history in this deluxe volume. From its fledgling days under George Lucas to ten demanding years creating Toy Story to the merger with Disney, each milestone is vibrantly detailed. Interviews with Pixar directors, producers, animators, voice talent, and industry insiders, as well as concept art, storyboards, and snapshots illuminate a history that is both definitive and enthralling.

About the Author
 Karen Paik is the author of The Art of Ratatouille. She lives in the San Francisco Bay Area.
 Ed Catmull is the president of Pixar, and a winner of the Coons Award, the highest achievement in the computer graphics field.
 Steve Jobs is the former CEO of Pixar and a current board member of Disney. He is also the CEO of Apple, Inc.
 John Lasseter is the chief creative officer at Pixar, and the director of Toy Story, A Bug's Life, Toy Story 2, and Cars.
 Leslie Iwerks is the author of The Hand Behind the Mouse. She lives in Santa Monica, California.