
Chronicles Art Design The Hobbit An Unexpected Journey

The Lord of the Rings
A Natural History of Skull Island
An Unexpected Journey
The Desolation of Smaug Chronicles - Art and Design
Official Design Works
The Hobbit
The Hobbit, the Desolation of Smaug
Here Be Monsters!
The Hobbit Motion Picture Trilogy Location Guide
The Hobbit: An Unexpected Journey Chronicles II: Creatures & Characters
Visual Companion
The Art of The Two Towers
The Weatherly Guide to Drawing Animals
Art and Design and Creatures and Characters
Dragon's Dogma
The Hobbit: an Unexpected Journey Weta Film Chronicles X 2 Hardback Editions
The Hobbit, the Desolation of Smaug
The Crafting of Narnia
The Art of District 9
J.R. Silver Writes Her World
The Art of The Fellowship of the Ring
The Hobbit: The Battle of the Five Armies Annual 2015
An Unexpected Journey : Activity Book
Middle-earth from Script to Screen
The Hobbit
The Hobbit: The Battle of the Five Armies Chronicles: Art & Design
The World of Kong
Unleashing the Dragon
Art and Design
The Desolation of Smaug: The Movie Storybook
The Art of Goosebumps
Official Movie Guide
The Hobbit
Smaug
The Hobbit: The Desolation of Smaug Activity Book
The Official Stage Companion
From the Hobbit Through the Lord of the Rings and Beyond
The Hobbit

DILLON SIMS

The Lord of the Rings HarperCollins

Walt Disney Animation Studios' Big Hero 6 is the story of Hiro Hamada, a brilliant robotics prodigy who must foil a criminal plot that threatens to destroy the fast-paced, high-tech city of San Fransokyo. This new title in our popular The Art of series, published to coincide with the movie's U.S. release, features concept art from the film's creation—including sketches, storyboards, maquette sculpts, colorscripts, and much more—illuminated by quotes and interviews with the film's creators. Fans will love the behind-the-scenes insights into Disney's newest action comedy adventure.

Copyright ©2014 Disney Enterprises, Inc. All rights reserved.

[A Natural History of Skull Island](#) HarperCollins UK

Presented by Academy Award-winning director Sir Peter Jackson, the ultimate insider's look at the conflicts and battles waged in The Hobbit movie trilogy: how they were devised, composed, designed, staged and more. Smaug's fiery attack on Lake-town, the White Council's raid of Dol Guldur, the ferocious Battle of the Five Armies itself—all of the conflicts waged in The Hobbit motion picture trilogy are examined in exquisite detail from the first skirmish to the ultimate conflagration in the trilogy's dramatic conclusion. The Hobbit: The Art of War brings together all of the special effects imagery in the Weta archives and unprecedented access to Sir Peter Jackson—the genius behind some of the world's biggest motion-picture franchises, The Lord of the Rings and The Hobbit—who shares his expertise and encyclopedic knowledge with fans as never before. The Hobbit: The Art of War takes fans inside this creative visionary's mind and gives them an understanding of how he plotted each and every movement captured on film. Jackson offers in-depth discussions of the strategies of each army, the tactics they employed, and the significance of each collision between rival cultures. The cast members from the three films also share personal stories of how their characters' tales are resolved. Meet the armies of digitally generated creatures these heroes must overcome, delve into the world of Weta Digital and the Motion Capture Studio. Discover how the largely digital battles were achieved, from the design and creation of the battles' creatures and the fight choreography, to the extended environments and visual effects necessary to make Tolkien's world vividly real. The Hobbit: The Art of War is packed with lavish galleries showcasing the costumes, armor, weapons, and props integral to the battles, as well as the stories behind their creation. With never-before-heard behind-the-scenes, on-the-set, and in-the-studio stories, and exclusive detailed content, The Hobbit: The Art of War is the ultimate Hobbit fan's encyclopedia and a must have for all aficionados of the craft of filmmaking.

An Unexpected Journey Harper Design

The ultimate celebration of the spectacular battle in the final Hobbit movie reveals in stunning detail the full creative vision of Peter Jackson and the filmmakers, together with extensive commentary from the director, cast, crew, and almost 2,000 exclusive photos, illustrations and visual effects imagery. The Hobbit: The Battle of the Five Armies Chronicles The Art of War goes behind the lines

to explore how thousands of artisans brought the defining film of Peter Jackson's adaptation of J.R.R. Tolkien's The Hobbit to the screen. More than 1,000 intricate illustrations, stunning photographs and never-before-seen imagery illuminate fascinating insights shared by cast and crew, including exclusive content from the extended edition of the final film. Also included is an exclusive fold-out battle map illustrated by Weta Workshop Designer, Nick Keller. From the sorcerous ruins of Dol Guldur and the fiery conflagration of Lake-town, follow the filmmakers on to the blood-soaked battlefields of the Lonely Mountain, and climb the steps of Ravenhill to witness the final, tragic duel of Thorin Oakenshield and Azog, the Pale Orc. Discover the challenges and reactions of the stars of The Battle of the Five Armies as they recount their experiences and excitement. Join the choreographers of the film's action to examine the battle strategies and formations of each of the five armies, and learn how a dozen stunt performers became thousands of digital troops. Pore over archive-quality photography of staggeringly detailed weapons and armour and browse galleries of fearsome war beasts and monsters. As the story of The Hobbit reaches its shattering climax amidst an epic landscape of war and tragedy, join Weta Workshop senior concept designer Daniel Falconer behind the scenes one last time as this sumptuous final book in The Hobbit: Chronicles series celebrates the epic conclusion of The Hobbit film trilogy."

[The Desolation of Smaug Chronicles - Art and Design](#) HarperCollins

This is a guide to the design of the movie, illustrating its creative development. It contains over 500 images, from the earliest pencil sketches and conceptual drawings to the paintings that shaped the look of the film. Most aspects of the film are covered, from locations and costumes to weaponry and creatures. As well as the wealth of artwork there are also photographs showing the realisation of the creative process and some stills from the film.

[Official Design Works](#) Chronicle Books

The ultimate insider look at the filmmaking process of The Hobbit: An Unexpected Journey and The Hobbit: The Desolation of Smaug, a continuation of the two of the world's biggest motion-picture franchises, The Hobbit, and The Lord of the Rings, by one of the world's most notable directors, Peter Jackson. Richly illustrated with behind-the-scenes photographs, digital renders, and film stills, this comprehensive book explores the costumes and props, including armour, weapons and jewelry, made for the first two films. Chapters will be broken down by type and character: Dwarves, Wizards, Hobbits, Rivendell Elves, Mirkwood Elves and more. The book will lean heavily on beautiful studio and on-set photography of the finished pieces as well as film stills that provide context. Concept art, detail shots and imagery of materials samples and mock-ups will also be used to weave stories around the finished items. Behind the scenes processes will be showcased with supporting photographs of elements being created. First-hand accounts from the actors, artists, digital effects specialists, and many other crew members describe the process and how the production unfolded, while also sharing insights into the characters. The book will have a bonus feature, unique to this book. Compiled by Weta Workshop designer Daniel Falconer and featuring a wealth of stunning imagery, this book puts the reader face-to-face with all of the creatures and characters that populate the first two films in the Peter Jackson trilogy.

The Hobbit HarperCollins

Book description to come.

[The Hobbit, the Desolation of Smaug](#) Harper Design

Join Bilbo Baggins and the company of dwarves on their amazing journey to defeat the dragon, Smaug, in this fully illustrated storybook of the second of Peter Jackson's stunning Hobbit movies. Packed with stills from the film, this is one book that Hobbit fans and movie-goers will not want to miss!

Here Be Monsters! Simon and Schuster

Lists every character, event, and place in all of Tolkien's books set in Middle-Earth, incorporating detailed references to "The Silmarillion," which the author considered his most important work.

[The Hobbit Motion Picture Trilogy Location Guide](#) Houghton Mifflin

Draws on exclusive interviews with director Peter Jackson, cast members and principal filmmakers to share behind-the-scenes insights into the second entry in the trilogy inspired by J.R.R. Tolkien's classic prequel, in a volume sumptuously illustrated by set photos and special-effects scenes.

Original. 125,000 first printing. Movie tie-in.

The Hobbit: An Unexpected Journey Chronicles II: Creatures & Characters Dynamite Entertainment

The ultimate celebration of the second Hobbit movie reveals the full creative vision of the art and design teams with more than 1,000 exclusive images and photos, including designs and concepts that never made it to the big screen. *The Hobbit: The Desolation of Smaug Chronicles - Art & Design* explores and celebrates the creative vision of the second film in Academy Award-winning filmmaker Peter Jackson's trilogy adaptation of *The Hobbit* by J.R.R. Tolkien. This lavish volume follows Bilbo, Gandalf and Thorin's Company of Dwarves eastward, through hitherto unseen regions of Middle-earth, on their quest to reclaim the lost realm of Erebor from the Dragon Smaug. Exploring the design and development of the environments, cultures, creatures and artefacts encountered by the characters, it is filled with more than 1,000 stunning images of conceptual art, supplementary photographs and detailed commentary provided by the film's cast and crew. As a bonus feature, unique to this book, there is a special fold-out replica of the portrait of the Master of Lake-town, played by Stephen Fry, exactly as it appears in the film. Compiled by Weta Workshop senior concept designer Daniel Falconer, this is the third book in *The Hobbit: Chronicles* series and it has been created in full collaboration with key members of the production's creative team to ensure the most comprehensive and authentic film companion possible.

[Visual Companion](#) Houghton Mifflin Harcourt

The ultimate celebration of the final Hobbit movie reveals the full creative vision of the art and design teams with almost 2,000 exclusive images, including designs and concepts that never made it to the big screen. *The Hobbit: The Battle of the Five Armies Chronicles - Art & Design* is packed to bursting with more than 1,800 pieces of conceptual artwork created for the epic final instalment of Peter Jackson's film adaptation of J.R.R. Tolkien's *The Hobbit*. Learn how the battle for the Lonely Mountain was plotted, its armies designed and its landscapes shaped, through detailed commentary by the films' Academy Award(R)-winning creative team members at 3Foot7, Weta Digital and Weta Workshop. From Lake-town and Dol Guldur to Dale and Ravenhill, each section is richly illustrated

with concept art depicting creatures, costumes, armour, props and environment design hand-picked by the artists themselves from the Dragon's hoard of artwork generated for the film. Also included as a bonus feature, unique to this book, is a stunning full-colour, removable art print by Gus Hunter depicting a key moment in the trilogy. Compiled by Weta Workshop senior concept designer Daniel Falconer, with a foreword by Costume Designer, Bob Buck, and introduction by Concept Art Director and renowned Tolkien artist, John Howe, this fifth volume in *The Hobbit: Chronicles* series has been created in full collaboration with key members of the production's creative team to ensure the most comprehensive and authentic film companion possible.

[The Art of The Two Towers](#) HarperCollins Publishers

Dragon's Dogma is one of the newest franchises from fan-favorite game publisher Capcom, set in a rich world full of dangerous monsters and classic action-RPG style adventure. *Dragon's Dogma: Official Design Works* collects the development artwork behind this expansive new setting, including character, creature, and weapon designs, plus rough sketches, key visuals, and plenty of creator commentary.

[The Weatherly Guide to Drawing Animals](#) HarperCollins Children's Books

A visual companion to the film "The Hobbit: The Desolation of Smaug" offers insights into the world of Middle-Earth and includes character profiles and notes on the places of Middle-Earth.

Art and Design and Creatures and Characters Houghton Mifflin Harcourt

This high-end collector's edition is filled with full-color photographs and artwork of the weapons, costumes, and sets that helped make the magical world of Narnia come alive in two stunning major motion pictures.

Dragon's Dogma Harper Design

Entertaining antics and skulduggery abound in the book that inspired Laika Studio's animated film *The Boxtrolls*, in theaters September 26, 2014! Welcome to Ratbridge. But beware—for there is skulduggery afoot. Young Arthur has fallen foul of the appalling outlaw, Snatcher, and is trapped alone in the town with every way home sealed. Meanwhile Snatcher and his men are working tirelessly in secret on a fiendish and dastardly plan to destroy the entire town. With the help of some friendly boxtrolls and cabbageheads, some quirkily townspeople, and the rats and pirates from the Ratbridge Nautical Laundry, can Arthur thwart Snatcher's evil plans and find his way home?

[The Hobbit: an Unexpected Journey Weta Film Chronicles X 2 Hardback Editions](#) Harper Design

Analyzes and illuminates Tolkien's lesser-known achievements as an artist and collects the complete artwork created for "The Hobbit," including over one hundred sketches, paintings, maps, and plans. [The Hobbit, the Desolation of Smaug](#) Udon Entertainment Corporation

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!

[The Crafting of Narnia](#) Simon and Schuster

Tolkien's complete artwork for "The Lord of the Rings," presented for the first time in celebration of its 60th anniversary, includes more than 180 sketches, drawings, paintings, maps, and plans, more than half of which have not been previously published.

The Art of District 9 HarperCollins Children's Books

An introduction to the fantastical world of hobbits shares behind-the-scenes coverage of the latest film and its characters, providing details about such topics as set building, creating visual effects and the technical challenges of designing a size-scaled world. Original. Movie tie-in. 50,000 first printing.

J.R. Silver Writes Her World The Hobbit An Unexpected Journey

The ultimate celebration of the first Hobbit movie reveals the full creative vision of the art and

design teams with more than 1,000 exclusive images and photos, including designs and concepts that never made it to the big screen. The Hobbit: An Unexpected Journey Chronicles Art & Design is packed with more than 1,000 images of concept artwork, photographs and development paintings by the artists working behind the scenes to bring Middle-earth to life, each of whom provides detailed and entertaining commentary that reveals the story behind the vision. As a bonus feature unique to this book, there is a special fold-out map printed in glow-in-the-dark ink and a three-page fold-out replica of Bilbo's contract. Compiled by Weta Workshop senior concept designer Daniel Falconer, this is the first in a series of lavish hardback books written and designed by the award-winning team at Weta, who are working closely with the production team to guarantee that these books will be bursting with insider information and stunning visual imagery.