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The Art Of Big Hero 6



Synopsis

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.

Book Information

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Customer Reviews

"5 stars out of 5 This is a fun, informative book for both diehard fans of the movie or anyone with any interest in animation." - ICv2
"Disney's Big Hero 6 feature is a major favorite of the public, so The Art of Big Hero 6 should have a bigger demand than usual for these coffee-table art books, and should be a more prominent one on your shelves. Whether or not you collect these animated-feature art books, don't miss this one." -Animation World Network

Jessica Julius is a creative executive at Walt Disney Animation Studios, where she has worked on such films as Frozen, Tangled, Wreck-It Ralph, The Princess and the Frog, and Bolt. She lives in Los Angeles. Don Hall is the director of Big Hero 6. He previously served as the director of 2011's Winnie the Pooh for which he was nominated for an Annie Award. For many years, Hall worked within the story department and was the head of story on The Princess and the Frog and Meet the

Robinsons. He currently lives in Los Angeles. Chris Williams is the director of Big Hero 6. Williams directed and co-wrote Bolt as well as the short Glago's Guest for which he earned an Annie Award for his storyboarding. He was nominated for an Annie Award for writing on The Emperor's New Groove. Williams has worked in the story department on several Disney animated features including Mulan, Lilo & Stitch, and Frozen. He lives in Los Angeles.

Beautiful artbook for Disney's Big Hero 6! I find this to be an interesting artbook particularly because of the environment designs. About half the book is dedicated to the environment designs which includes the city San Fransokyo, Hiro's house, the cafe, San Fransokyo Institute of Technology, Fred's mansion and the portal. The San Fransokyo is like a character by itself with its blend of architecture and aesthetics from west and east. It's fun to see how the artists create a populated city inspired by San Francisco and Tokyo. Cited by art director Scott Watanabe, there are also influences from anime films such as Tekkonkinkreet, Ghost in the Shell and Akira. Indeed when I look at some of the environment sketches, they remind me of sketches from the Tekkon Kinkreet anime artbook. The vibe is certainly present. Looking at the city's environment concept art, you'll be able to spot Japanese elements such as the tapered rooftops, Koinobori (carp-shaped wind socks), a Golden Gate Bridge lookalike with Torii design elements, signboards with Japanese typography, wooden curved bridges, cherry-blossom trees, etc. There are also major characteristic San Francisco elements such as the roads with very recognisable cable cars, sloping hills, Victorian-style houses, etc. There's an emphasis on function and a sense of feeling lived-in for the environments, so buildings aren't just designed to look cool. For example, city streets or Hiro's rooms are made to look a bit more messy or wonky. The second half of the book features the character designs for the heroes, villains and side characters. Again, there's noticeable Japanese influence in the designs. Early designs for Hiro shows off costumes that look like ninjas or even Patlabor. There are more pages for Baymax because he's has a big role. Go Go's hero suit reminded me of Tron and some Japanese toy/game/anime that I can't remember. The characters in their non-hero forms are pretty standard and do not stand out, but their hero costumes look quite good. Finally the last part of the book talks briefly about the cinematography used, such as lighting, the new Disney Hyperion renderer and colour script. There's a good amount of text included in the form of introductions for each environment and character, and quotes from the staff talking about the designs. It's a book solely on the designs, with nothing being mentioned about the movie's plot. Overall a nice film companion. 4.5 out of 5 stars. (See more pictures of the book on my blog. Just visit my profile for the link.)

This is an awesome art book for those into not only digital and traditional art mediums but for designers and graphic artists/designers and architects also! This book not only delves into the process behind making the movie but style changes in drawing and development of characters and sets as well. This book includes the sketches from even the brainstorming/thumbnailed stage where nothing was hashed out just a small idea on paper sketched out in a matter of seconds. Then the evolution from there is defined and explained at each step all the way up to CGI modeled finished product images. It shows a ton of art from behind the scenes which some books well "art of" books have neglected over the last few years. This book surpasses the art of the guardians of the Galaxy (a book that I loved btw) and is almost on par with the first art of iron man movie book (which to me is top 5 in art of movie books due to the depth of information and photos and most important production art the makers included in their book). This book is absolutely amazing and I highly recommend it. As an artist myself it is very inspiring to see processes of development such as was included in this book because you can see areas which show the inner workings of the artist mind, the hurdles they face in creating art for a big company like Disney and this part is key, the way that even the upper echelon professional artists still have to work out kinks in their work by going back to basics and working on fundamental art skills to get perfect work. This book shows that it is a long arduous process no matter what stage artist or what kind of artist you are. Five stars all the way.

Absolutely gorgeous! I've already read it cover to cover three times, and I have yet to see the movie! If you're afraid of spoilers, that's okay because this book has little to no spoilers in it, so it's perfectly okay to read before you see the film. The art is absolutely stunning, and the format is like a comic book. For this being my first art book, I don't regret my decision at all.

My family loves this movie! My son is really excited over this book. It allows you to dive deep into the details of the movie's environments and how the director arrived at his decisions that ultimately became the final movie. It is a great book for anyone interested in the movie or just as a reference to gain insight and inspiration for your own concept art.

The book arrived in perfect condition. It's really beautiful and filled with amazing drawings, concepts and process. The backgrounds, buildings, environment and interior design were covered very well. However, it could have been improved with some more pages for character designs. There are also some spelling mistakes, so it seems a bit rushed. The price including shipping was quite expensive..

but was the only place I could buy it from. I loved the movie and had to have this book in my collection! For fans of Big Hero 6 or even fans of the art style, I would definitely recommend it!

I enjoy collecting art books for inspiration on my own artwork & the good people at Disney & Pixar have made that possible. Stunning artwork & concept designs along with excerpts from important people who worked on the feature. A+ in my book.

Absolutely beautiful concept art especially the environment sets. Detail descriptions of thoughts of making the scene but I have to agree to some of the reviews that the layout of the digital version is messy (Main reason!). Also some pages are in low resolutions. I thought it could be the size of the window that I had (It was on full screen of a 27" monitor) so I shrunk it down to a size of a book. Still blurry. I need it ASAP so I am keeping it but would definitely consider getting the actual print for my next art book.

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