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## The Making of Avatar

*Jody Duncan Jesser, Lisa Fitzpatrick*  
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**Jody Duncan Jesser, Lisa Fitzpatrick : The Making of Avatar** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Making of Avatar:

0 of 0 people found the following review helpful. Discover The Technical Magic Of AvatarBy benjamin bannisterFor anyone interesting in the technical makings of Avatar, this is the book for you. It makes a great companion book to The Art of Avatar: James Cameron's Epic Adventure, and honestly, could've been combined.This book deals with the technical aspects of the film production. You start off a sketch that James Cameron drew years ago of a thin, blue-skinned, catlike alien humanoid. You get conceptual artwork of the all the creatures seen in the film from sketches to 3D models to final film shots. There are anecdotes that go with the drawings that flesh out the backstory of how these animals behave and work.From there we delve into a large section that talks about getting facial performances as accurate as possible with the high-tech wizardry of the time. While this part was cool, it does get redundant and I could take only so many shots of actors with dots on their faces before I wanted something new. There are a lot of writings in here describing the processes involved. This is good for people that want to know how the magic works, or

figure out new ways to do it better. If this book was merged with the Art Of Avatar book, it would've been the ultimate Avatar book for fans. If you are a fan of Avatar, get should own both. 41 of 42 people found the following review helpful. The book 'Avatar' fans have been waiting for. By DrNegative First off let me tell you this book is thick and heavy. When the delivery driver handed it to me I was amazed at the weight of it. Big hardcover, dust-jacket, and over 270 pages...you definitely feel like your getting your money's worth on that fact alone. The authors Lisa Fitzpatrick and Jody Duncan did a perfect job with this book. Jody Duncan writes for 'Cinefex' magazine and I was impressed with her technical article of 'Avatar' when I purchased the magazine issue back in December, so I was naturally excited to see she would be involved with this book as well. She went above and beyond with this one though in my opinion. Like I said, this isn't a small book by any means, you get high-quality bindings with nice huge pages which feature enormous amounts of details that go into the making of this movie. It goes into every aspect of this film's production including; pre-production, principle photography, art-direction, music, editing, and the post-production process. Also found within the book are pictures of concept art and hi-res production stills from the film, behind the scenes pictures of the filming sets, equipment, virtual-camera system, 3D Fusion camera system, the actors, motion-capture systems, etc...I could keep going on but I'll just say there is all kinds of stuff in it. Not to mention, it also covers the elaborate techniques taken by the production team responsible for the state of the art visual effects used for the film. Careful attention to detail was taken, every page has something interesting about it and that's what I liked most about it. Even the pictures have very detailed captions to explain exactly what you are seeing and how it relates to the words you are reading next to it. Some of the pictures for example are an actual film still from the film, and next to it will be a picture of the exact same shot of the actor in the motion capture suit on the sound-stage, which in turn shows you how well the visual-effects team transformed it into what we saw. Overall, I am really impressed with this book as a whole and would highly recommend it to fans and non-fans alike because of its interesting reading and excellent pictures. I have several movie-production books for other films in my collection and this one is now easily the best one. 'Avatar' was a film production process that broke new ground in the industry, and if you're curious as to how it all came together to create a \$2.7 billion grossing movie, look no further...5-stars. 13 of 14 people found the following review helpful. Detailed and informative. By Parka[[VIDEOID:mo3FFV680V2YTXQ]] Since I have the The Art of Avatar: James Cameron's Epic Adventure as well, I'll start by saying that this is major step-up from the art book, in terms of visuals, writeup and construction. It's a thick 272-page hardcover filled commentary and huge pictures. Yup, the pictures are in high resolution so there's no more of that pixelation you see in the art book. The film stills, even though you know it's computer generated, is less jarring, more natural. There are a lot of behind-the-scenes photos as well as concept art sketches of the creatures on Pandora. The writeup is extensive. It really provides an in-depth look at the technical aspect of making the movie, from the conceptualisation stage down to mixing of live-action and 3D footage. There's plenty to read about the concepts behind everything that has to be visually created, like the creatures, the sculptures, environments, weapons, props, etc. It's all really detailed and carefully explained, even the captions are informative. Stuff like creating characters are broken down into several steps, such as the creation of clay sculptures (handled by Stan Winston Studio) and the actual modeling of 3D models (handled by Weta). And then you have the motion performance part where they show how action is mapped into the movie, and all the little production tricks that are used. There are actually horses in the studios to capture the part where the Navi ride the Direhorses. And those horses are also had their bodies pasted with the little beads for motion capture. This book is a very satisfying read. Highly recommended if you like movie production books. (There are more pictures of the book on my blog. Just visit my profile for the link.)

In 1995, James Cameron began work on a story that would, more than a decade later, evolve into Avatar, the blockbuster of 2009 and no less than the movie event of the decade. Opening to international critical acclaim (including nine Academy Award nominations) and unprecedented box-office success, Avatar quickly, within a few short weeks, became the highest-grossing film on record. An epic for our times, this next-generation spectacle blends action, adventure, and romance with a timely message of ecological responsibility while using, and inventing, cutting-edge technologies to transport audiences to a lush, fully realized alien world. No less epic, however, was the groundbreaking and exhaustive process of bringing the film to life. Early brainstorming sessions in Malibu jumpstarted a vast production effort that ultimately spanned several years and multiple continents. The Making of Avatar reveals never-before-seen illustrations and photographs, with a text that charts the technical challenges, innovations, and discoveries that made the film's breakthroughs possible. Working in tandem, artists and technicians created new tools and processes to realize the film's vision, including those for performance capture, which allows the nuances of the actors' performances to be translated faithfully to their digital characters; a virtual camera system, which empowered Cameron to direct within a virtual world with unprecedented range, generate real-time composites, and blend live action and special effects more naturally and intuitively than ever before; and stereoscopic photography, which produced the most immersive 3-D experience to date. Here is the behind-the-scenes celebration of this monumental undertaking, the official record of how Cameron, the actors, and the crew made a film, and made history.

About the Author Jody Duncan is the editor of Cinefex magazine, which is the leading publication on special effects in the movies. She is the author of books on the making of groundbreaking films, including Terminator 2, Jurassic Park, and Star Wars Episode I: The Phantom Menace. Lisa Fitzpatrick is the author of Abrams Art of Avatar. An award-winning editor, she has created books for a wide variety of films and television shows, including 24, Kung Fu Panda, and an anniversary edition for the USC School of Cinematic Arts.