

## The Art Of Star Wars Comics 100 Collectible Postcards

The official behind-the-scenes book of concept, production, and post-production art for Star Wars: The Rise of Skywalker. Go inside the creative process behind the most anticipated film of the century. The latest trilogy in the Star Wars film series brings the Skywalker Saga to a close and The Art of Star Wars: The Rise of Skywalker will take readers into the creative process behind visualizing the epic worlds, creatures, characters, costumes, weapons, and vehicles of the landmark conclusion more than 40 years in the making.

This enhanced eBook transforms The Making of Star Wars into an immersive multimedia experience worthy of the original film. It features exclusive content pulled from the Lucasfilm archives by author J. W. Rinzler: • 26 minutes of rare behind-the-scenes video\* • 29 minutes of rare audio interviews with the cast and crew • New bonus photos and artwork not found in the print edition After the 1973 success of American Graffiti, filmmaker George Lucas made the fateful decision to pursue a longtime dream project: a space fantasy movie unlike any ever produced. Lucas envisioned a swashbuckling SF saga inspired by the Flash Gordon serials, classic American westerns, the epic cinema of Japanese auteur Akira Kurosawa, and mythological heroes. Its original title: The Star Wars. The rest is history, and how it was made is a story as entertaining and exciting as the movie that has enthralled millions for more than thirty years—a story that has never been told as it was meant to be. Until now. Using his unprecedented access to the Lucasfilm Archives and its trove of “lost” interviews, photos, production notes, factoids, and anecdotes, Star Wars scholar J. W. Rinzler hurtles readers back in time for a one-of-a-kind behind-the-scenes look at the nearly decade-long quest of George Lucas and his key collaborators to make the “little” movie that became a phenomenon. It’s all here: • the evolution of the now-classic story and characters—including “Annikin Starkiller” and “a huge green-skinned monster with no nose and large gills” named Han Solo • excerpts from George Lucas’s numerous, ever-morphing script drafts • the birth of Industrial Light & Magic, the special-effects company that revolutionized Hollywood filmmaking • the studio-hopping and budget battles that nearly scuttled the entire project • the director’s early casting saga, which might have led to a film spoken mostly in Japanese—including the intensive auditions that won the cast members their roles and made them legends • the grueling, nearly catastrophic location shoot in Tunisia and the subsequent breakneck dash at Elstree Studios in London • the who’s who of young film rebels who pitched in to help—including Francis Ford Coppola, Steven Spielberg, and Brian DePalma But perhaps most exciting, and rarest of all, are the interviews conducted before and during production and immediately after the release of Star Wars—in which George Lucas, Mark Hamill, Harrison Ford, Carrie Fisher, Sir Alec Guinness, Anthony Daniels, composer John Williams, effects masters Dennis Muren, Richard Edlund, and John Dykstra, Phil Tippett, Rick Baker, legendary production designer John Barry, and a host of others share their fascinating tales from the trenches and candid opinions of the film that would ultimately change their lives. No matter how you view the spectrum of this phenomenon, The Making of Star Wars stands as a crucial document—rich in fascination and revelation—of a genuine cinematic and cultural touchstone. \*Video may not play on all readers. Please check your user manual for details.

The Force is strong with the artists who have continued the adventures of Luke, Leia, Han and the rest since Star Wars returned to Marvel! This stunning volume celebrates the talents who have illustrated some of the finest covers and pages featuring the galaxy far, far away - including John Cassaday, Stuart Immonen, Leinil Francis Yu, Salvador Larroca and Mike Deodato Jr.! Filled with insights from many of the artists themselves, and those that have worked with them, and featuring never before seen behind-the-scenes artwork, this gorgeous HC spotlights all your favorites - including Lando, Chewbacca and, of course, Darth Vader - as well as brand new characters like Doctor Aphra, Sana Starros and the killer droids, Triple-Zero and Beeteel!

A NEW HOPE was part of the original title of the movie that became STAR WARS, the ultimate movie entertainment experience of the 1970s that lives on as one of the most-loved movies of all time. THE ART OF STAR WARS: A NEW HOPE contains the complete script by George Lucas of the first movie, beautifully illustrated with the movie's fantastic works of art. In this unique compilation of all the imagination and beauty that went into the beginning of the film trilogy, the magic of STAR WARS lives on.

Few pieces of artwork distill the passion for 'Star Wars' as do posters. From Tom Jung's iconic one-sheet for Episode IV to Roger Kastel's 'Gone with the Wind'-inspired painting for Episode V and beyond, 'Star Wars' has enjoyed nearly four decades of poster art from some of the most renowned artists working in movies. The fifth book in the George Lucas-curated 'Star Wars Art' series, 'Posters' collects the best artwork from all six 'Star Wars' films, the 'Star Wars: The Clone Wars' animated television series and limited-edition prints.

A full-color oversized hardcover volume that captures the development of the newest canonical and interactive addition to the Star Wars universe. A galaxy-spanning adventure awaits in Star Wars Jedi: Fallen Order, the new action-adventure videogame from Respawn Entertainment. Explore the artistic creation of Cal Kestis's quest to rebuild the Jedi Order as he learns the ways of the Force, travels to exotic worlds, and battles tyrannical foes. With detailed concept art of all-new characters, exciting weapons and equipment, and locales both familiar and new, this tome offers a behind-the-scenes look at the production of a hit game--all accompanied by intimate artists' commentary that reveals how this incredible universe is brought together. Dark Horse Books, Lucasfilm Limited, and Respawn Entertainment are honored to present The Art of Star Wars Jedi: Fallen Order, guiding readers on Cal's odyssey. This uniquely designed work is sure to thrill dedicated Jedi acolytes and gamers alike.

Featuring unforgettable art and exclusive interviews with the filmmakers, this visual archive highlights moviemaking magic at its finest. 300 colour illustrations

A guide to the video game documents its making and the technology involved and describes its plot, locations, and characters, in a volume that includes ten character cards. #1 NEW YORK TIMES BESTSELLER • A memoir of leadership and success: The executive chairman of Disney, Time's 2019 businessperson of the year, shares the ideas and values he embraced during his fifteen years as CEO while reinventing one of the world's most beloved companies and inspiring the people who bring the magic to life. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY NPR Robert Iger became CEO of The Walt Disney Company in 2005, during a difficult time. Competition was more intense than ever and technology was changing faster than at any time in the company's history. His vision came down to three clear ideas: Recommit to the concept that quality matters, embrace technology instead of fighting it, and think bigger—think global—and turn Disney into a stronger brand in international markets. Today, Disney is the largest, most admired media company in the world, counting Pixar, Marvel, Lucasfilm, and 21st Century Fox among its properties. Its value is nearly five times what it was when Iger took over, and he is recognized as one of the most innovative and successful CEOs of our era. In *The Ride of a Lifetime*, Robert Iger shares the lessons he learned while running Disney and leading its 220,000-plus employees, and he explores the principles that are necessary for true leadership, including: • Optimism. Even in the face of difficulty, an optimistic leader will find the path toward the best possible outcome and focus on that, rather than give in to pessimism and blaming. • Courage. Leaders have to be willing to take risks and place big bets. Fear of failure destroys creativity. • Decisiveness. All decisions, no matter how difficult, can be made on a timely basis. Indecisiveness is both wasteful and destructive to morale. • Fairness. Treat people decently, with empathy, and be accessible to them. This book is about the relentless curiosity that has driven Iger for forty-five years, since the day he started as the lowliest studio grunt at ABC. It's also about thoughtfulness and respect, and a decency-over-dollars approach that has become the bedrock of every project and partnership Iger pursues, from a deep friendship with Steve Jobs in his final years to an abiding love of the Star Wars mythology. "The ideas in this book strike me as universal" Iger writes. "Not just to the aspiring CEOs of the world, but to anyone wanting to feel less fearful, more confidently themselves, as they navigate their professional and even personal lives."

A long time ago in a galaxy far, far away... A galaxy is undermined. An army emerges. A love is forbidden. A dark turn approaches. The saga continues.

In the same format as *Adventure Time: A Totally Math Poster Collection*, this sturdy paperback houses 20 removable, frameable prints of the very best artwork from across the entire George Lucas-curated *Star Wars Art* series. Sixteen selections from *Visions, Comics, Illustration, Concept, and Posters*—including art by Jeffrey Brown, Philippe Druillet, Mike Mignola, Ralph McQuarrie, and Olly Moss—are joined by four newly commissioned artworks created specifically for this book by Max Dalton, Phantom City Creative, Tiny Kitten Teeth, and Jon Vermilyea. These high-quality, large-format, crease-free prints will be sure to transport *Star Wars* fans of all ages to a galaxy far, far away. . . .

*Star Wars* exploded onto our cinema screens in 1977, and the world has not been the same since. In this book, George Lucas guides us through the original trilogy like never before, recounting the inspirations, experiences, and stories that created a modern monomyth. Complete with script pages, concept art, storyboards, on-set photography, and more.

A thought-provoking, original appraisal of the meaning of religion by the host of public radio's *On Being* Krista Tippett, widely becoming known as the Bill Moyers of radio, is one of the country's most intelligent and insightful commentators on religion, ethics, and the human spirit. With this book, she draws on her own life story and her intimate conversations with both ordinary and famous figures, including Elie Wiesel, Karen Armstrong, and Thich Nhat Hanh, to explore complex subjects like science, love, virtue, and violence within the context of spirituality and everyday life. Her way of speaking about the mysteries of life—and of listening with care to those who endeavor to understand those mysteries—is nothing short of revolutionary.

Examines the development of the fantastic worlds, characters, and creatures of "Solo" through concept art, costume sketches, storyboards, blueprints, and exclusive interviews with the filmmakers.

ANIMATION. "Star Wars: The Clone War", the blockbuster 3D animated movie and TV series, covers events between the live-action movies "Attack of the Clones" and "Revenge of the Sith" and features characters and events previously unseen anywhere else in the "Star Wars" saga, alongside Anakin, Obi-Wan, Yoda and Mace Windu. This full-colour book is bursting with final images and development artwork for characters, creatures, planets and vehicles, covering every aspect of the creation of the hit movie and TV series, accompanied by comment from the creative team. With a Foreword by George Lucas and packed with previously unseen artwork, this book is a must for fans of "Star Wars", cutting-edge animation and beautiful artwork.

An all-new ongoing series! In the glory days of the Republic, two hundred years before the adventures of Luke, Leia, Han, and Chewbacca, the Jedi stand as guardians of galactic peace—until a powerful new adversary called the Nihil arrives. Now a group of young Padawans, training under Master Yoda, must protect the Republic while learning the lessons that will one day lead them to become powerful Jedi in their own right. Writer Daniel José Older, bestselling author of *Star Wars: Last Shot*, and artist Harvey Tolibao bring IDW into *The High Republic*, a massive publishing crossover spanning comics and prose!

*Star Wars* fans the world over are buzzing in anticipation of what promises to be a defining moment in the history of multiplayer online gaming: the release of *Star Wars: The Old Republic*. The game follows the escalating war between the Jedi and the Sith thousands of years before the events of the *Star Wars* films, and its innovative design allows players to choose sides and help shape the history of the galaxy. This gorgeous, full-color volume features the detailed art behind this highly anticipated release from BioWare and LucasArts. With character sketches, interviews, and artwork featuring the game's new weapons, starships, and previously unexplored worlds, *The Art and Making of Star Wars: The Old Republic* is the ultimate chronicle of the newest *Star Wars* experience.

The classic tale of good versus evil set in a galaxy far, far away, quickly became a cultural phenomenon during its time, inspiring a generation of story lovers and storytellers. Now, the original trilogy of *Star Wars* shines anew with the vibrant concept art of Ralph McQuarrie, the legendary conceptual designer behind the original trilogy. Collected in a picture book for the first time, McQuarrie's art is paired with captivating text by New York Times bestselling author Tony DiTerlizzi—a winning combination that will delight *Star Wars* fans old and new and delight generations of readers to come.

This book is a visual chronicle of the Lucasfilm art department's creation of new worlds, unforgettable characters, and newly imagined droids, vehicles, and weapons for the first movie in the

"Star Wars "Story""series "Rogue One: A Star Wars Story." In the same format and style as Abrams "The Art of Star Wars: The Force Awakens," the book gives readers unprecedented access to hundreds of concept paintings, sketches, storyboards, matte paintings, and character, costume, and vehicle designs." The Art of Rogue One: A Star Wars Story" will stand as the definitive guide to the artwork and imagination behind the newest chapter in the "Star Wars" franchise and will delight "Star Wars" fans and cineastes for decades to come. Directed by Gareth Edwards ("Godzilla, Monsters"), with production design by Doug Chiang and Neil Lamont, Rogue One chronicles the adventures of a Rebel cell tasked with a desperate mission: to steal the plans for the Death Star before it can be used to enforce the Emperor's rule. The all-star cast includes Felicity Jones, Diego Luna, Forest Whitaker, Mads Mikkelsen, Alan Tudyk, Riz Ahmed, Ben Mendelsohn, Jiang Wen, and Donnie Yen."

The Art of Star Wars: The Mandalorian (Season Two) is the only book to explore the artistic vision for this groundbreaking sophomore season, taking readers on a deep dive into the development of the next chapter of Din Djarin and Grogu's story. Exclusive interviews with the filmmakers and the Lucasfilm visualists provide a running commentary on The Mandalorian's innovative art and design, revealing the inspiration behind the look and feel of the series. Filled with concept art, character, vehicle, weapon, and creature designs, and interviews with key crew and creatives, including executive producer/showrunner/ writer Jon Favreau (Iron Man, The Lion King) and executive producer/ director Dave Filoni (Star Wars: The Clone Wars, Star Wars: Rebels). The Art of Star Wars: The Mandalorian (Season Two) will provide readers with an exclusive look at the stunning art and design work that helped bring new and returning characters and locations to life. In The Art of Star Wars: The Mandalorian (Season Two), readers will encounter early visual and conceptual ideas for these new characters and their arsenal of weapons, ships, and armor, as well as the icy, lush, war-torn, and razed planets that serve as crucial stepping stones in Djarin and Grogu's quest.

Collects previously unpublished and rarely seen art created for such aspects of the "Star Wars" enterprise as books, trading cards, merchandise, and video games.

Offers a portfolio of movie artwork, including character sketches, costume and set designs, models, digital images, paintings, and storyboards, along with an officially illustrated screenplay. Experience Sideshow Collectibles' astonishing collection of Star Wars sculptures in a whole new way with this deluxe book that explores the incredible artistry behind their creation. Sideshow Collectibles has been immortalizing fan-favorite Star Wars characters for over a decade with their extraordinary, one-of-a-kind sculptures. This deluxe book celebrates the artistry that goes into capturing the true essence of these iconic characters and the passion and devotion that brings them to life. Featuring never-before-seen pre-production artwork and exclusive insights from the sculpting and design teams on the creation of each piece as well as dynamic photography that illuminates the power of their work, this book is the ultimate celebration of Sideshow's ongoing journey into the Star Wars galaxy.

Star Wars and sequential art share a long history: Star Wars debuted on the comic-book page in 1977, when Marvel Comics began publishing a six-part adaptation of the first film, which morphed into a monthly comic book. Now, more than three decades later, new series by Dark Horse Comics continue to expand the Star Wars galaxy. The second book in the Star Wars Art series, Star Wars Art: Comics brings together the very best artwork from the entire history of Star Wars comics publishing, showcasing original art from the top comics artists working in the industry. Hand-selected and curated by George Lucas, the art featured in this volume includes interior pages and fully painted covers from artists such as Al Williamson, Howard Chaykin, Adam Hughes, Bill Sienkiewicz, Dave Dorman, and many more—as well as new work created exclusively for this book by over 20 renowned artists, including John Cassaday, Sam Kieth, Mike Mignola, Paul Pope, Frank Quitely, Jim Steranko, and other comics superstars. Star Wars Art: Comics is a tribute to sequential storytelling, a worthy and justly celebrated art form. Praise for Star Wars Art: Comics: "George Lucas has left no medium unused, as this visually arresting compendium proves." —Entertainment Weekly

Three hundred full-color illustrations capture in intimate detail the elaborate and beautiful costumes that appeared in the six Star Wars films, capturing the design, from preproduction sketches to final creations, of everything from military uniforms and royal gowns to the iconic garb of Obi-Wan Kenobi and Darth Vader.

This deluxe 240-page edition includes 5 hand-signed, archival-quality giclée prints by Doug Chiang, Ryan Church, Joe Johnston, Iain McCaig, and Erik Tiemens, as well as 50 extra pages of exclusive artwork. Featuring foil-stamped, real-cloth binding and housed in a lush clamshell case, this edition is limited to 350 copies. From Ralph McQuarrie and Joe Johnston to Doug Chiang, Ryan Church, Iain McCaig, Erik Tiemens, and the next generation of animation and video-game artists, Star Wars Art: Concept collects, for the first time ever, the very best Star Wars conceptual artwork. As curated by George Lucas, the artwork that helped bring the Star Wars Saga to life is revealed in all its glory, featuring pre-production drawings and paintings from the Original Trilogy, the Prequel Trilogy, the TV shows, and the video games, including an exclusive preview of artwork from the highly anticipated 1313. Spanning the years from 1975 to the present, Star Wars Art: Concept is a fascinating look at the process of conceptual design. From pen and paint and paper to the digital realm, the result is the creation of breathtaking iconic worlds, vehicles, and characters that successive generations have embraced and made their own. Praise for Star Wars Art: Concept: "Legendary production artwork gets the showcase it deserves." —Star Wars Insider magazine "Star Wars Art: Concept is a glorious coffee-table book that's chock full of great artwork by many of the masters who've worked on the film, from Ralph McQuarrie on down." —io9.com

Step inside the Lucasfilm art departments for the creation of fantastical worlds, unforgettable characters, and unimaginable creatures. The Art of Star Wars: The Force Awakens will take you there, from the earliest gathering of artists and production designers at Lucasfilm headquarters in San Francisco to the fever pitch of production at Pinewood Studios to the conclusion of post-production at Industrial Light & Magic—all with unprecedented access. Exclusive interviews with the entire creative team impart fascinating insights in bringing director J.J. Abrams's vision to life; unused "blue sky" concept art offers glimpses into roads not traveled. Bursting with hundreds of stunning works of art, including production paintings, concept sketches, storyboards, blueprints, and matte paintings, this visual feast will delight Star Wars fans and cineastes for decades to come. The Art of Star Wars: The Force Awakens is the definitive expression of how the latest chapter in the Star Wars saga was dreamed into being. ALSO AVAILABLE FROM ABRAMS IN SPRING 2016: The Making of Star Wars: The Force Awakens by Mark Cotta Vaz. Forewords by J.J. Abrams and Kathleen Kennedy. ISBN: 978-1-4197-2022-2

In the early days of the rebellion, a tight-knit group of rebels from various backgrounds banded together against all odds to do their part in the larger mission of defeating the Galactic Empire, sparking hope across the galaxy. The award-winning team from Lucasfilm Animation brought the beloved occupants of the Ghost into our homes five years ago, now, take a step behind-the-scenes to witness the journey from paper to screen with The Art of Star Wars Rebels. Featuring never-before-seen concept art and process pieces along with exclusive commentary from the creative team behind the show.

Read on if you dare! This unique in-world collection hallows the spooky tales and ghost stories that would have kept young Luke and Leia up at night. Created by George Mann and Grant Griffin--the same team behind the stunning Star Wars: Myths & Fables--these six frightful fables have been carefully woven from the expansive fabric that is the Star Wars galaxy (including the thrilling landscape from Galaxy's

Edge at Disneyland and Disney World), and beautifully painted in a lush illustrative style that feels intergalactic yet innately archetypal and timeless.

Explore the amazing world of Star Wars: The Mandalorian, the critically acclaimed series that expands the Star Wars galaxy to incredible new frontiers. This deluxe edition collects the stunning artwork from the first four chapters of the Disney+ smash hit, highlighting the characters, creatures, allies, enemies and environments of this all-new Star Wars story. In addition to showcasing stunning illustrative images and photography, this guide also features Doug Chiang, Christian Alzmann, Ryan Church, Nick Gindraux, John Park, Jama Jurabaev, Erik Tiemens, Brian Matayas, Seth Engstrom and Anton Grandert. Long before the Clone Wars, the Empire, or the First Order, the Jedi lit the way for the galaxy in a golden age known as the High Republic! This exciting full-color storybook brings to life an epic clash between the Jedi Knights and their mysterious enemies, the Nihil. Burryaga the Wookiee Padawan and his fellow Jedi must save the day!

The Art of Star Wars: the Rise of Skywalker Abrams

An insider's tour of the making of the latest Star Wars film provides photographs from the Lucasfilm archives, portraits of its actors and creators, and a behind-the-scenes look at everything from set designs to character development to special effects magic. Simultaneous. 40,000 first printing.

Presents an illustrated overview of the making of the popular conclusion to the original Star Wars trilogy, offering stories from the set, photographs, production illustrations, script excerpts, interviews, and commentary on the film.

An illustrated primer to the art and design of "The Phantom Menace" reveals how Lucasfilm created the look of the costumes, characters, ships, and architecture in the film

Explore the evocative Star Wars concept art of legendary artist Ralph McQuarrie in this miniature art book. Hold a galaxy of legendary designs in the palm of your hand with Star Wars: The Concept Art of Ralph McQuarrie Mini Book. Featuring over 100 stunning concept images from the original Star Wars trilogy as well as the many books and publications inspired by the Star Wars galaxy, this mini book is bound together at a readable pocket-book size and is the perfect collectible item for Star Wars fans of all ages.

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