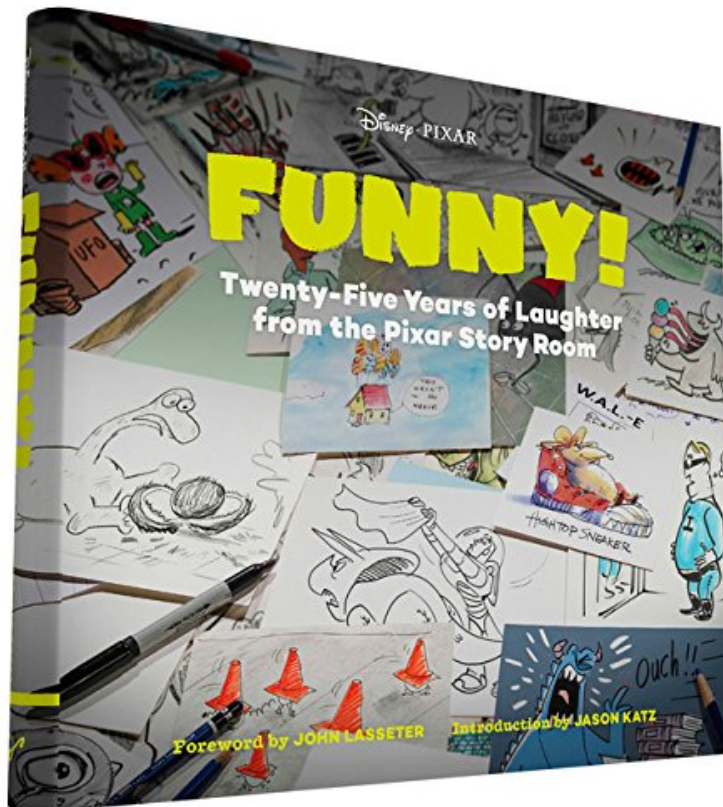


(Mobile book) Funny!: Twenty-Five Years of Laughter from the Pixar Story Room

Funny!: Twenty-Five Years of Laughter from the Pixar Story Room

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#73067 in Books Lasseter John 2015-11-24 2015-11-24 Original language: English PDF # 1 9.75 x 1.00 x 8.75l, .0 #File Name: 1452122288168 pages Funny Twenty Five Years of Laughter from the Pixar Story Room | File size: 28.Mb

From Lasseter John : Funny!: Twenty-Five Years of Laughter from the Pixar Story Room before purchasing it in order to gage whether or not it would be worth my time, and all praised Funny!: Twenty-Five Years of Laughter from the Pixar Story Room:

8 of 8 people found the following review helpful. Inside Pixar's story department!By C.WUnlike the Art of books, which touch a variety of art works during the production, like lighting, shading, layout, modeling, sculpting and more. This book is all about storyboards, it's about the early development of ideas, it happens in Pixar's story department. Most of the works in this book are quick pen, pencil or digital sketches with little use of colors. They are like prototypes, they are supposed to be fast and cheap, and effective to communicate an idea. There aren't a lot of texts to explain the development of ideas, why some stories worked, why some didn't. But for that probably each movie will need its own book. 10 of 11 people found the following review helpful. Mixed bag of visual gagsBy Parka[[VIDEOID:17d25565d2e7c8e38796e77b50158c2e]] Funny! is a book of visual gags from Pixar's story room. With the exception of John Lasseter's foreword and Jason Katz's introduction, the whole book is on the funny ideas and jokes that never made it to the big screen. There are occasional brief commentary by the artists. The book includes all the films right up to Good Dinosaur. I enjoyed going through the book looking at the drawings, which are actually

more like quick sketches. Humour is difficult to describe because everyone has a different sense of humour. Having said that, I feel that some of the gags would work better on screen than as standalone gags like they appear in this book. For me, this book's a mixed bag of funny and not so amusing cartoons. It's best that you have watched all the films so that you know the context behind some of the gags. My favourites are those from *A Bug's Life*, *Monsters Inc.*, *Monsters University* and *Ratatouille*. I just feel that they are funnier. The rest of the book are mostly visual gags, not the laugh-out-loud type. E.g. Frozone cools the beer with his breath, Mater with a missile coming out of his mouth, Wall-E poking at the captain's fat tummy, grumpy Carl holding a bunch of colourful balloons. Merida the bear being launched from a catapult. Spot eating ticks off Arlo's head. They are like those single panel newspaper comics designed to bring out a smile. Overall, it's still an enjoyable collection of work from the story room. However, I don't see it as a book I might read again often. 3.5 out of 5 stars. (See more pictures of the book on my blog. Just visit my profile for the link.)

3 of 3 people found the following review helpful. 25 Years of Laughter at Pixar By JMM[[VIDEOID:a7eef5ac16561702b09cc88ee2a2287]] There are few companies out there as innovative as Pixar. One of the reasons for this is that they encourage creativity, and it's clearly demonstrated in the book "Funny! Twenty-Five Years of Laughter from the Pixar Story Room". The book is a collection of humorous drawings from Pixar story artists. Comedy is a key part of Pixar's storytelling process; filmmakers are often looking to add humor to their stories, but it has to come from the truth of the character and the circumstance. As artist Jason Katz says in his introduction, these are images "you were never supposed to see". Nothing you see in the book made it into the finished movie. Since Pixar films are extensively planned and prepped before a single frame is animated, this is as close as you will likely ever get to "deleted scenes". Some of the ideas clearly contradict the tone of movie and were probably just done for fun; but others are genuinely worthy of consideration and would seemingly fit right in. It just goes to show the abundance of ideas that come out of such an open and collaborative environment - for every idea that makes it into the movie, there are hundreds that do not. And while the ideas in the book might not have made the cut, they still played a crucial role in fleshing out who these characters are and what their personality will be. If it's not obvious, I should mention that I am a big fan of Pixar, having seen all their films multiple times -- and I'd imagine I'm not alone. The pieces of comedy on display in the book - sometimes a visual gag, other times a funny one-liner - are made even more interesting (and funnier) if you are familiar with the characters and the films. Whatever the idea is on the page, it's enhanced if you already have the knowledge of what the character looks and sounds like, as well as how he/she behaves in the film. This is a fantastic book of art and humor. If you love Pixar, then you really have to give this one a look. Highly recommended!

From *Toy Story* to *The Good Dinosaur*, some of the most iconic and hilarious moments in Pixar's films were first conceived by the artists featured in this book. But there are hundreds of gags that don't make it past the cutting room floor, like Mater as a ninja and Sadness wearing mom jeans. *Funny!* explores this material in depth, showcasing classic moments from all of Pixar's films to date, plus never-before-published illustrations and doodles from the Pixar archives. With an introduction by veteran story man Jason Katz, this book is a must-have for any Pixar fan.

"If you want a glimpse at what goes on behind the scenes at Pixar, *Funny!* gives you a peek behind the curtains." - *GeekDad Holiday Gift Guide Pick-Forces of Geek* "The drawings, doodles and storyboards in the book reveal the moment a spark of an idea takes shape and turns into something the world can enjoy. So, this is funny, spiritual, and smart. The delightful illustrations give a hint at Pixar's own unique creative process and identity. So, no need to add words to them. They speak for themselves easily, and it is rather pleasant to read it one or two pages at a time, just to start a hard work day. It both nourishes our admiration for Pixar's story department and our pleasure to discover all these gems made at last available to the public. If you are a Pixar fan or simply want a book that blends art and humor, this one is for you!" - *Animated Views*

About the Author John Lasseter is a two-time Academy Award®-winning director, chief creative officer at Walt Disney and Pixar Animation Studios, and principal creative officer at Walt Disney Imagineering. Jason Katz is a veteran story supervisor, having worked on a number of Academy Award®-winning features including *Finding Nemo*, *Ratatouille*, and *Toy Story 3*.