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# The Art And Making Of The Peanuts Movie



## Synopsis

This in-depth book goes behind the scenes of the movie-making process and looks at how the movie continues the tradition and legacy of *Peanuts*. An unmissable experience. For the first time ever, in November 2015, Snoopy, Charlie Brown and the rest of the gang we know and love from Charles Schulz's timeless "Peanuts" comic strip will be making their big-screen debut; like they've never been seen before in a CG-animated feature film in 3D.

## Book Information

Hardcover: 184 pages

Publisher: Titan Books (October 27, 2015)

Language: English

ISBN-10: 1783293241

ISBN-13: 978-1783293247

Product Dimensions: 11.3 x 0.8 x 10.4 inches

Shipping Weight: 2.8 pounds (View shipping rates and policies)

Average Customer Review: 4.9 out of 5 stars [See all reviews](#) (17 customer reviews)

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## Customer Reviews

Length: 2:32 Mins

When I first heard that *Peanuts* is going to be made into a film, I was extremely skeptical. How is it possible to even translate a classic and beloved comic strip into a 3D-animated film? Why would they want to do that? All that are answered in this book. I'm pleasantly surprised at how good the *Peanuts* characters look in their 3D version. Blue Sky Studios could not have done any better. It's important to get it right to do justice to the fans and for me, I think the characters are wonderfully re-interpreted and they look terrific. This book covers the art and production process in great detail. The interviews with the director and staff give lots of information on how the characters are redesigned and coloured for the film, the animation process, storytelling, how the characters should react in a full length film and in general the approach to keep the film close to the soul of the original comic strip. Every page has lengthy writeup with beautiful artworks from the film and graphics such as the 3D wireframe and grayscale character models, sketches, comparison between the comic

strips characters and their film version. There aren't a lot of environment art. And whenever they appear, they are cropped rather closely. This look and approach is similar to the comic strips where you always see the characters huge in the comic panels and little of the background. Looking at the coloured scene paintings is almost looking like a new and updated 20th century version of the comic. It feels strangely familiar. I'm really loving the new look of Peanuts. Fantastic artbook. It's really worth the money. (See more pictures of the book on my blog. Just visit my [profile](#) for the link.)

The amount of work that went into this upcoming movie is amazing. At first, like many fans of Peanuts, I was concerned about a computer animated movie. But after reading this book, I was pleased to learn about the involvement of the Schulz family, and the fact the animators used original comics to help design the 3D characters to ensure they were true to Schulz's art. This book is a must have for all Peanuts fans, especially those who plan to see the movie!

This is the best "Art of" animation book made. There is a chapter dedicated to each department in the studio pipeline from concept art to color keys to rigging and animation. The animation chapter rocks! It shows the process of the animators thumbnailing the peanuts characters then importing them into maya or whatever animation software then going back over it with the cg rig! It's pretty sweet! Definitely worth buying!

Length: 0:42 Mins

Peanuts is one of the most popular comic strips in history, and it happens to be my favorite. In the new film "The Peanuts Movie", the classic characters will finally appear on the big screen - and in 3D animation. "The Art and Making of the Peanuts Movie" takes the reader through the process of producing the film, with plenty of artwork and other imagery. The book (and the film itself) pays tribute to the classic Peanuts comics - in fact, the first and last page of the book contains some of the black-and-white panels from decades ago. It's not obvious that a hand-drawn comic strip would translate into a 3D computer-generated animation film; after all, they are two very different mediums. But Blue Sky Studios achieved a synergy between old and new, and it's clear the filmmakers and animators worked very hard to maintain the feeling of classic Peanuts in the movie. The book focuses mostly on the characters - Charlie Brown, Snoopy, Linus, Lucy, and the rest of the gang. Each character gets 2-4 pages, and you get a lot of information on how the character was developed visually -- including concept art and profiles; variations of hair and

costumes; as well as digital renders and animation rigs. Also included are small snippets of the comics for comparison. The rest of the book is dedicated to the various aspects of production -- in the case of an animated film, that would be the animation itself, the design of the environments, and the sound. The final segment of the book is "From Story to Screen: The Making of Sequence 010\_Kite", which looks at how all the different disciplines (animation, environment, lighting, etc) comes together to create a single sequence in the film. This is a must-own book if you're a fan of "The Peanuts Movie", particularly if you are interested in learning about how these classic characters went from the Sunday paper to the big screen.

Once you see this book you'll love it. I've been a Peanuts Lover (Freak) since I first discovered the Strip. I still am. I have an attic full of collectibles and table in my front room that displays Peanuts Books, Videos, Pins, Patches, and first issue stamps. I saw the Movie in 3-D and will buying it in Blu-Ray. I seen the quibbles about the original strips and earlier animation. I love them both. The book is a feast for your eyes and a good look at the process of transitioning to the latest technology. A great buy and a great book.

While I might have liked a little more "final digital art" to compare, this book was a fun romp through all the challenges and details they went through to make this movie as good as it was. Great illustrations and I loved the examples which explained their approach. Highly recommend. This one is a keeper.

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