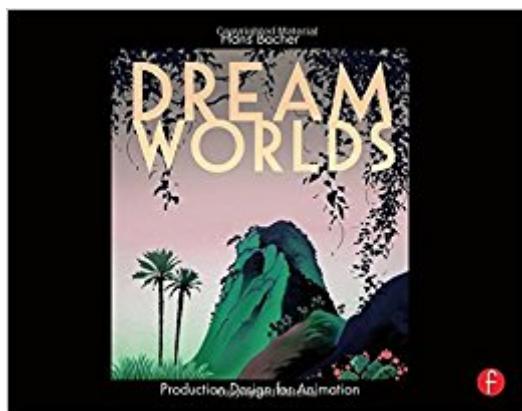


The book was found

Dream Worlds: Production Design For Animation



Synopsis

A truly unique visual delight offering insight into the development of animation classics like Bambi, Beauty and the Beast, The Lion King, Lilo and Stitch as well as a tantalizing examination of unfinished Disney projects.

Book Information

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Customer Reviews

"Dream Worlds is a must have for its visuals alone - I can only describe them as gorgeous." .. World Animation Journal

By Hans Bacher, Hans Bacher has been a major influence on the design of Disney films for nearly 20 years. His work appears in Who Framed Roger Rabbit, The Lion King, Aladdin, Beauty and the Beast, Atlantis: The Lost Empire and Mulan. Winner of the prestigious "Annie" animation award for "Outstanding Individual Achievement for Production Design in an Animated Feature Production" for his work on Mulan.

This is probably my favorite Focal Press title. Most of the titles I have from this publisher are paperback, but this one is hardback with a glossy dustjacket. I am particularly interested in environments for animation and design and this title was perfect. The book is chock-full of images. I loved looking at all the different styles and examples, and the amount of text and placement was appropriate. The chapters are as follows:1. Film Analysis2. Beauty and the Beast3. Visual

Development and Research4. Aladdin5. Inspiration6. Camera Rules7. The Lion King8. Composition9. Hercules10. Staging and Formats11. Mulan12. Rhythm and Style Variety13. Lilo and Stitch14. Value and Color15. Brother Bear16. Unfinished Disney Projects17. Own Projects18. The Masters-BambiThis is a very useful title for animation design work. Highly recommended.

What a wonderful book; full of beautiful artwork and insightful anecdotes about some of Disney's most beloved animated features. Some are brutally honest, but I found it refreshing. Both excitement and disappointment come with the job and I found Mr. Bacher's artistic ups and downs deeply relatable. Be warned: reading this book will make you want to re watch these films and I recommend that you do. It makes the book more of an experience; an extremely enjoyable and educational one at that. This is not a step by step instruction on how to be a production designer. It is better to see this book as a source of inspiration. Read it; study the artwork and let your own dream worlds be born.

Wow! I want to gaze in awe at every page of this beautiful yet practical book, which is filled with art. Dozens of backgrounds from "Bambi" show the stunning skill and style of those artists like you've never seen it before. Another section illustrates many creative ways to imagine a bird, from concept pieces from "Fantasia 2000." Other pages show thumbnails and composition notes from the early stages of "Lilo & Stitch." There's also a whole chapter on composition that combines a how-to manual with frames of Disney's "Brother Bear." I could go on forever, but suffice it to say that this book is an absolute must-buy. Anyone who wants to study the best artists in the animation business, or just loves to look at imaginative watercolors and stunning uses of color, will find it truly inspirational. Yes, it's nearly all Disney, but don't let that mislead you. This book is not published by the Disney company, and has no promotional feel. For more art from "Cinderella" check out *Walt Disney's Cinderella*. For a nice academic companion try *To Infinity and Beyond!: The Story of Pixar Animation Studios*.

My layout professor highly recommended this book, and I got really interested. Bought the book from , I really satisfied. Except the delivery gotten a day late, but I don't care about minor issue. The book is in a good condition, I love how this book well teaching me of techniques on layouts, backgrounds, etc. My layout professor is one who did Disney TV show background arts, he is background and layout artist, this book is highly recommended by the professor.

I knew Dreamworlds had a good chance to be good, but I never realized it would be that good! I was afraid it might be a book purely aimed at professional artists. It isn't. If you are interested in the history of the Disney Studio during the last 20 years, if you love concept art, and if you want to discover concept paintings from quite a few of the discarded projects Hans worked on at Disney just before he left, like *My People*, *Wild Life* or *Fraidy Cat*, get this book now. This is a "must-have" and a "must-read" (there is also beautiful art from *Beauty and the Beast*, *Mulan*,...). More interesting artwork in this book than in quite a few "art-ofs" released by Disney recently.

Should be in every animator's library! Great read and has tons of examples to draw inspiration from.

Love this book! lots of good reference material with beautiful colors and ideas.

While the author certainly has impressive credentials, I feel a bit misled concerning what this book was supposed to be. I was under the impression that this was meant to be a compilation of environment-focused pieces from different Disney films, with information about how they came to fruition. It contains a little background information, but most of the art in the book appears- as the author so bitterly mentions several times throughout- to not have actually been used by Disney. There is quite a bit of work done for *Beauty and the Beast*, for instance, but the author complains that Disney passed over the pieces in favor of a more colorful, Disney-like look. He seems to show quite a bit of disdain for the American style. If his work is to your liking, this is a lovely art book. It does not look like Disney work, though, so stick with "The Art of-" series if that's the kind of thing you're looking for. The work looks more like something you might find in a fine art gallery than a cartoon film.

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