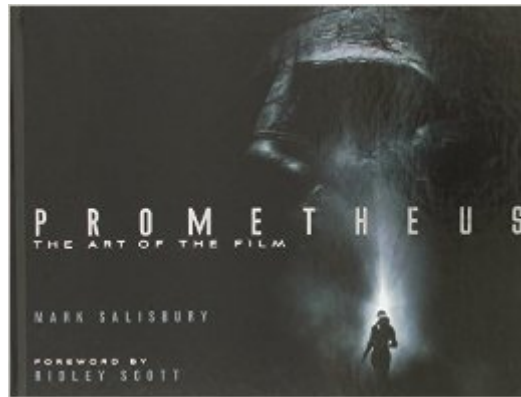


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Prometheus: The Art Of The Film



Synopsis

Visionary filmmaker Ridley Scott returns to the genre he helped define, creating an original science fiction epic set in the most dangerous corners of the universe. The movie takes a team of scientists and explorers on a thrilling journey that will test their physical and mental limits and strand them on a distant world, where they will discover the answers to our most profound questions and to life's ultimate mystery. With an introduction by Scott himself, this lavish book will be the only publication to accompany Prometheus. Stunning production art and behind the scenes photos will grant the reader a window on the process of creating this astounding new epic.

Book Information

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Customer Reviews

Length: 1:26 Mins

Prometheus: The Art of the Film is a nice movie visual companion. A large landscape hardcover with 192 pages. It's not the usual art book where you'll see lots of concept art. Rather, the content consist of film stills, photographs, storyboards and of course the concept art. There are more photos than concept art, not that it's bad thing. The photos are great actually, showing detailed look at the interiors of Prometheus, some of the sets built such as the Prometheus landing leg, the Pyramid, the head statue, the chamber with the Ampules, sculpted alien props and the landscape photos that were turned into alien environments. The concept art featured are mainly the finalized versions. There aren't many variations for any particular design. For example, there's only one exterior design of Prometheus, a handful of designs for spacesuit, aliens, etc. That's perhaps the downside of this

so called art book. I do like the concept art style and rendition which goes really well together with the photos to give the book a very singular unified look. The commentary talks about the important scenes and locations. Those are interesting as they explain the design. The book doesn't dissect the story so whatever you find ambiguous in the movie will still be more or less ambiguous after reading the book. I consider this as more of a production design book. It's not an art book in the strictest sense as there aren't a lot of drawn art. However, I would still recommend it because it's packed with visuals all the way. (There are more pictures of the book on my blog. Just visit my profile for the link.)

When *Prometheus: Art of the Film* was originally made available for preorder early on in the year for \$19.95, I knew I had to preorder a copy with my Prime account. When the book finally arrived, it is everything I wanted in an art book and more. The book is hardcover and expansive, showing concept arts and storyboards that were adapted into the film and early concept works that were discarded in preference of other mediums (i.e. original Fifield transformation concept, the introduction scene, etc.). The book also has a plethora of graphic novel style storyboard of the screenplay, highlighting key important scenes of the movie as well as:

- * 3D rendering of various spacecrafts, vehicles and alien life forms that we see in the movie
- * Sculptures of the creatures we see, including preproduction clay models.
- * Costume designs
- * The behind-the-scene making of the sets (both concept art, pencil sketching, actual wooded construction to finalized sets)
- * Details on what went into the designs (the *Prometheus*, the lifeboat, planet, the pyramid mounds, Weyland Industries, the ampule room, Juggernaut, etc.)
- * The gratuitous section on the Engineers is worthwhile in itself

I think the best thing about this book is the supplementary text by the people who were involved in the movie, including Ridley Scott. These supplementary text not only explain the design, thoughts and process in designing the film - but chunks and pieces of the text clarified bits and pieces of the film, including the Alien universe. For example, Scott confirmed that LV-426 is a different planet and that the black slime is a form of biological weapon whom its creator could not ultimately control. All-in-all, this art book is instant gratification for the visual sensors - and a great addition to art book collectors, or just to anyone who enjoyed the film and would like to know more about the story and the effort involved behind the making of the film.

This is a gorgeous, lavishly illustrated, 187-page hardcover book that takes viewers behind the scenes into the artistic creation of "*Prometheus*." Pre-production artwork, CGI mock-ups and on-set photographs mix with text from author Mark Salisbury that dives into Ridley Scott's creative process,

with the director offering some thoughts as to how what he originally conceived as an "Alien" prequel evolved into something quite different than what some anticipated. The layout and design of the book is satisfying indeed, marked by crisply detailed images including evocative shots of "The Deacon" that weren't utilized in the final film. While not a thorough production history (as the title states, this is primarily an "art book"), fans should be captivated by the lavish presentation here, and considering that the book already in its third printing, there's a chance this could become a collector's item down the line. Either way, at under \$25 currently on , "The Art of Prometheus" comes strongly recommended for fans.

This was a very well presented 'Art of' book for Ridley Scott's Prometheus. It has some wonderful shots of the pre-production designs as well as behind the scenes photos of the sets and filming. However, like many newer books of its ilk, it is flawed. It does not showcase the entire production from beginning to end, and by that I mean concepts that were dropped or alternate avenues of exploration considered, especially since much of the story was being rewritten at the time. It was like a PR person went to town on it. Instead, it only showcases the choice pieces, those that only made it into the film. One such design (Spoilers ahead!) was the Deacon, the final design for the chestburster alien. The book only has six photos or so of the sculpture and prop they used, and even then only a few of the actual concept designs. Where are the drawings? Surely the design team made more than six perfect designs. They go into great detail explaining the process, such as taking inspiration from the goblin shark, but do little in actually showing it. I had to Google most of the designs that never saw print. And let me tell you, they are far and away different than the ones in the book! When you consider the original Alien movie, as well as the original 'making of' and Giger's Alien books, they explored a lot of dropped designs. For me, an 'Art of' book should have the entire process from the failed to the successful. After all, it's the journey that's the most satisfying, not the destination. Having said my piece, don't let it dissuade you from purchasing this book. It made a fine addition to my collection as well as, I'm sure, your own. I do recommend it.

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