

# THE ART OF BLUE SKY STUDIOS BY JAKE S FRIEDMAN

THE ART OF  
**Blue Sky**  
STUDIOS



JAKE S. FRIEDMAN

FOREWORD BY Carl Ludwig, Eugene Troubetzkoy & Chris Wedel

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## Review

IBPA Benjamin Franklin Awards - Coffee Table - Large Format Silver Medal

“Filled with working conceptual art...character development sketches and models...studies on the shape language. And light. And so many images of how the colors of light play in movement, setting of mood, and layout of drama...I've been motivated to think of light and color in a new way, and I'm confident that my hands will reach for [these] wonderful pages again for further inspiration.”

—VizWorld

“Impressive new coffee table art book.”

—AWN

“...is the most impressive movie-related art book I've ever seen... the full color paintings [are] done mostly to visualize the environments for the films and the characters' place in them, and they're striking. I can't compliment them enough...Best of all, the book doesn't try to cram them all into a smaller format. They're allowed to breathe. Some stretch across two page spreads. You can really see these paintings, and that's what an art book should do.”

—Comic Book Resources

“This book encompasses everything up to and including *Rio 2*. You and your kids will love flipping through and looking at all the fantastic images and learning more about this company that has been creating computer graphics since before the general public knew that was a thing.”

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“It's hard to believe it's been just over a decade since Fox helped launch Blue Sky into the world of theatrical feature animation with the global hit franchise starter *Ice Age* back in 2002 — the fifth installment of which is planned for 2016. Since then, the studio has continually upped the CG animation bar with film adaptations and lushly designed original stories, from *Robots* to *Rio*. For the first time, you can leaf through a hefty coffee-table hardcover and live the studio's journey from live-action visual effects company to a

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#### About the Author

Jake S. Friedman is a New York-based writer, teacher, and artist. He is a longtime contributor to Animation Magazine and Animation Mentor, and has also written for Animation World Network, the Philadelphia Daily News, and the Huffington Post. He was an animation artist for Nickelodeon, Disney Channel, and Saturday Night Live. Currently he is an adjunct professor of art and animation at the Roy Disney Studio for Animation Studies at Mercy College in New York City and is writing the authorized biography of animation legend Art Babbitt.

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Discover the incredible art behind animation hits like Ice Age and Rio in this in-depth look behind the scenes at the films of award-winning 20th Century Fox animation studio—Blue Sky Studios.

Over the past fifteen years, 20th Century Fox and Blue Sky Studios have revolutionized computer animation with some of the most beloved movies of all time, from their initial success with Ice Age in 2002 to hits like Robots, Rio, Dr. Seuss' Horton Hears a Who!, Epic, and the four Ice Age sequels. For the first time, this deluxe coffee-table book tells the remarkable tale of Blue Sky's success, from its origins as a live-action visual effects company to its partnership with 20th Century Fox and reinvention as a driving force in the world of computer-generated animation. With exclusive access to Blue Sky's archives and the exceptional artists who have made characters like Ice Age's Scrat and Rio's Blu and Jewel household names, this book takes an in-depth behind-the-scenes look at one of animation's greatest success stories. Featuring never-before-seen concept art, early sketches, stunning stills, and other unique visuals, The Art of Blue Sky Studios delivers the complete illustrated history of this outstanding creative force in computer-generated animation.

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Marvellous artbook

By Parka

[[VIDEOID:52bd6ae63cf222d0b7a1a3849113dae0]]So it's finally Blue Sky Studios' turn to have an artbook for themselves. It's well worth the wait.

This is a huge book. 304 pages. Hardcover. And it's heavy too. Note that if you're buying from Amazon, there might be an additional weight surcharge depending on the shipping location and speed. Also note that there are two publishers for this book, namely Insight Editions and Titan Books, distributing for different countries.

It's always a joy to look at artbooks of animation studios. DreamWorks Animation had The Art of DreamWorks Animation also in this year and Pixar had To Infinity and Beyond!: The Story of Pixar Animation Studios in 2007. The Art of Blue Sky is a wonderful addition. Now I'm waiting for one from Sony Pictures Animation.

This artbook tells the inspiring story of how the Blue Sky got started and the stories behind how each film got made. They worked their way from creating commercials to producing the Oscar winning animated short Bunny, and then moved on to creating feature length films. Along the way they grew from 6 founders to 150

employees while they were working on Ice Age and now they have 600 employees

The text talks about the themes, story arcs, characters, and even technical stuff like how rust is created in Robots, or the fur on animals in Ice Age. You'll read and find out how films evolved through production, the story rewrites, where the jokes from Scrat shorts come from, which are difficult special effects to pull off and more. There are plenty of interesting details and anecdotes.

For years, I've been wondering why there aren't any artbooks for some of their films, most notably the Ice Age films and Dr. Seuss' Horton Hears a Who!. But now I can finally see all the artworks that I've been expecting to see. There's a generous amount of work for Ice Age since there are four films. Horton's concept artworks are also very beautiful. Many artworks are previously unpublished ones that I've not see before since there weren't any dedicated artbooks for them. I do see bits and pieces floating around online but it's good to have them all in one place in this book.

Beautiful artworks are reproduced big to accompany the text. It's a pleasure to flip through each page slowly to admire the artworks, a mixture of sketches, digital paintings and artworks created from traditional media. There are works from Peter de Seve, Daisuke Tsutsumi, Peter Clarke, Kyle Macnaughton and a whole bunch of talented artists.

This book includes their first film Ice Age in 2002 to their latest Rio 2 in 2014. It's really great to see a Blue Sky Studios artbook that looks back at the art and work they have created over the years.

This is definitely one of my favourite artbook in 2014.

Highly recommended.

(See more pictures of the book on my blog. Just visit my Amazon profile for the link.)

0 of 0 people found the following review helpful.

Huge volume filled with great material!

By Marc

Amazing history of an amazing company. Huge volume of quality work and the book itself is one huge volume! Beautiful layout, paper and colors. It's highly readable and fun for anyone but it's an even greater inspiration for those working in (or aspiring to work in) character art or animation. I figured it was a pretty good art book, but was even more impressed as I read through it. If you love such classic animation features such as Rio, Robots, Ice Age, etc. you'll love this book!

0 of 0 people found the following review helpful.

**WORTH IT!!**

By aub

The quality of this book is **TREMENDOUS**. It's by far one of my all time favorite animation art books. It has very indepth character design and beautiful concept art. It's worth so much more than what I paid for it & I would buy it again in a heartbeat.

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