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# The Art Of Star Wars The Last Jedi Concept Art World

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## LANG MARQUEZ

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**The Art of Star Wars** Dark Horse Books  
A book dedicated to the first season of the successful hit live action series The Mandalorian, streaming on Disney+, featuring character files, plots, settings, and behind-the-scenes content. With never-before-seen photographs, a complete episode guide, and a detailed behind-the-scenes look at how the show - and its iconic new characters such as IG-11 and Moff Gideon - came to life.  
*Junior Novelization* ABRAMS  
The classic tale of good versus evil set in a

galaxy far, far away, quickly became a cultural phenomenon during its time, inspiring a generation of story lovers and storytellers. Now, the original trilogy of Star Wars shines anew with the vibrant concept art of Ralph McQuarrie, the legendary conceptual designer behind the original trilogy. Collected in a picture book for the first time, McQuarrie's art is paired with captivating text by New York Times bestselling author Tony DiTerlizzi-a winning combination that will delight Star Wars fans old and new and delight generations of readers to come.  
On Tyranny Graphic Edition Ten Speed Press  
Presents sketches for the Star Destroyer, the Life Pod, the Skyhopper, and other

Star Wars spacecraft, which served as the basis for models of vehicles used in the film  
The Art and Making of Star Wars Univ of California Press  
Star Wars and sequential art share a long history: Star Wars debuted on the comic-book page in 1977, when Marvel Comics began publishing a six-part adaptation of the first film, which morphed into a monthly comic book. Now, more than three decades later, new series by Dark Horse Comics continue to expand the Star Wars galaxy. The second book in the Star Wars Art series, *Star Wars Art: Comics* brings together the very best artwork from the entire history of Star Wars comics publishing, showcasing original art from

the top comics artists working in the industry. Hand-selected and curated by George Lucas, the art featured in this volume includes interior pages and fully painted covers from artists such as Al Williamson, Howard Chaykin, Adam Hughes, Bill Sienkiewicz, Dave Dorman, and many more—as well as new work created exclusively for this book by over 20 renowned artists, including John Cassaday, Sam Kieth, Mike Mignola, Paul Pope, Frank Quitely, Jim Steranko, and other comics superstars. *Star Wars Art: Comics* is a tribute to sequential storytelling, a worthy and justly celebrated art form. Praise for *Star Wars Art: Comics*: “George Lucas has left no medium unused, as this visually arresting compendium proves.” —Entertainment Weekly

### **A Star Wars Story** Penguin

The Art Of ABRAMS

*The Art of Star Wars* Harry N. Abrams

A NEW HOPE was part of the original title of the movie that became STAR WARS, the ultimate movie entertainment experience of the 1970s that lives on as one of the most-loved movies of all time. THE ART OF STAR WARS: A NEW HOPE contains the

complete script by George Lucas of the first movie, beautifully illustrated with the movie's fantastic works of art. In this unique compilation of all the imagination and beauty that went into the beginning of the film trilogy, the magic of STAR WARS lives on.

### Past Imperfect Simon and Schuster

A full-color oversized hardcover volume that captures the development of the newest canonical and interactive addition to the Star Wars universe. A galaxy-spanning adventure awaits in *Star Wars Jedi: Fallen Order*, the new action-adventure videogame from Respawn Entertainment. Explore the artistic creation of Cal Kestis's quest to rebuild the Jedi Order as he learns the ways of the Force, travels to exotic worlds, and battles tyrannical foes. With detailed concept art of all-new characters, exciting weapons and equipment, and locales both familiar and new, this tome offers a behind-the-scenes look at the production of a hit game—all accompanied by intimate artists' commentary that reveals how this incredible universe is brought together. Dark Horse Books, Lucasfilm Limited, and Respawn Entertainment are honored to

present *The Art of Star Wars Jedi: Fallen Order*, guiding readers on Cal's odyssey. This uniquely designed work is sure to thrill dedicated Jedi acolytes and gamers alike.

### **Klaus: The Art of the Movie** Abrams Image

Few pieces of artwork distill the passion for 'Star Wars' as do posters. From Tom Jung's iconic one-sheet for Episode IV to Roger Kastel's 'Gone with the Wind'-inspired painting for Episode V and beyond, 'Star Wars' has enjoyed nearly four decades of poster art from some of the most renowned artists working in movies. The fifth book in the George Lucas-curated 'Star Wars Art' series, 'Posters' collects the best artwork from all six 'Star Wars' films, the 'Star Wars: The Clone Wars' animated television series and limited-edition prints.

### **Star Wars the High Republic: Race to Crashpoint Tower** Welcome Books

April 18, 1906: A massive earthquake rocks San Francisco just before daybreak, igniting a devouring inferno. Lives are lost, lives are shattered, but some rise from the ashes forever changed. Sophie Whalen is a young Irish immigrant so desperate to get

out of a New York tenement that she answers a mail-order bride ad and agrees to marry a man she knows nothing about. San Francisco widower Martin Hocking proves to be as aloof as he is mesmerizingly handsome. Sophie quickly develops deep affection for Kat, Martin's silent five-year-old daughter, but Martin's odd behavior leaves her with the uneasy feeling that something about her newfound situation isn't right. Then one early-spring evening, a stranger at the door sets in motion a transforming chain of events. Sophie discovers hidden ties to two other women. The first, pretty and pregnant, is standing on her doorstep. The second is hundreds of miles away in the American Southwest, grieving the loss of everything she once loved. The fates of these three women intertwine on the eve of the devastating earthquake, thrusting them onto a perilous journey that will test their resiliency and resolve and, ultimately, their belief that love can overcome fear. From the acclaimed author of *The Last Year of the War* and *As Bright as Heaven* comes a gripping novel about the bonds of friendship and mother love, and the power of female solidarity.

Dark Horse Comics  
The Art of Star Wars: The Mandalorian (Season Two) is the only book to explore the artistic vision for this groundbreaking sophomore season, taking readers on a deep dive into the development of the next chapter of Din Djarin and Grogu's story. Exclusive interviews with the filmmakers and the Lucasfilm visualists provide a running commentary on The Mandalorian's innovative art and design, revealing the inspiration behind the look and feel of the series. Filled with concept art, character, vehicle, weapon, and creature designs, and interviews with key crew and creatives, including executive producer/showrunner/ writer Jon Favreau (Iron Man, The Lion King) and executive producer/ director Dave Filoni (Star Wars: The Clone Wars, Star Wars: Rebels). The Art of Star Wars: The Mandalorian (Season Two) will provide readers with an exclusive look at the stunning art and design work that helped bring new and returning characters and locations to life. In *The Art of Star Wars: The Mandalorian (Season Two)*, readers will encounter early visual and conceptual ideas for these new characters and their arsenal of weapons,

ships, and armor, as well as the icy, lush, war-torn, and razed planets that serve as crucial stepping stones in Djarin and Grogu's quest.

#### The Art and Making of Star Wars: The Old Republic ABRAMS

From acclaimed author and illustrator Don Tate, the rousing story of Ernie Barnes, an African American pro football player and fine artist He realized how football and art were one and the same. Both required rhythm. Both required technique. Passing, pulling, breaking down the field—that was an art. Young Ernie Barnes wasn't like other boys his age. Bullied for being shy, overweight, and uninterested in sports like boys were "supposed" to be, he instead took refuge in his sketchbook, in vibrant colors, bold brushstrokes, and flowing lines. But growing up in a poor, Black neighborhood during the 1930s, opportunities to learn about art were rare, and art museums were off-limits because of segregation laws. Discouraged and tired of being teased, Ernie joined the school football team. Although reluctant at first, he would soon become a star. But art remained in Ernie's heart and followed him through high school, college, and into the

NFL. Ernie saw art all around him: in the dynamic energy of the game, the precision of plays, and the nimble movement of his teammates. He poured his passion into his game and his craft, and became famous as both a professional athlete and as an artist whose paintings reflected his love of the sport and celebrated Black bodies as graceful and beautiful. He played for the Baltimore Colts (1959–60), Titans of New York (1960), San Diego Chargers (1960–62), and the Denver Broncos (1963–64). In 1965, Barnes signed with the Saskatchewan Roughriders in Canada, but fractured his right foot, which ended his professional football career. Soon after, he met New York Jets owner Sonny Werblin, who was impressed by Barnes and his art. In 1966, Barnes had a debut solo exhibition in New York City, sponsored by Werblin at the Grand Central Art Galleries; all the paintings were sold. Barnes became so well-known as an artist that one of his paintings was featured in the opening credits of the TV show *Good Times*, and he was commissioned to create official posters for the Los Angeles 1984 Summer Olympics. From award-winning author and illustrator Don Tate, *Pigskins* to

*Paintbrushes* is the inspiring story of Ernie Barnes, who defined himself on his own terms and pushed the boundaries of “possible,” from the field to the canvas. The back matter includes Barnes’s photograph and his official Topps trading card. Also included are an author’s note, endnotes, a bibliography, and a list of websites where Barnes’s work can be seen.

#### *Star Wars Art* Abrams

Examines the development of the fantastic worlds, characters, and creatures of “Solo” through concept art, costume sketches, storyboards, blueprints, and exclusive interviews with the filmmakers.

#### *The Star Wars Sketchbook* Del Rey

Relive your favorite Star Wars adventures with this collection of the galaxy’s greatest posters. Judge a book by its size, do you? Hold over four decades of cinematic history in the palm of your hand with *Star Wars: The Poster Collection*. This mini book features posters from all eras of Star Wars, from the original trilogy’s classic theatrical posters and the epic one-sheets of the prequel films to the latest artwork for *Star Wars: The Rise of Skywalker*. Featuring iconic posters and rarely seen

artwork and promotional imagery, *Star Wars: The Poster Collection* spotlights the art that has captured the imaginations of multiple generations, making it the perfect gift for all Star Wars fans.

#### *Star Wars The Adventures of Luke Skywalker, Jedi Knight* Titan Books (US, CA)

In the early days of the rebellion, a tight-knit group of rebels from various backgrounds banded together against all odds to do their part in the larger mission of defeating the Galactic Empire, sparking hope across the galaxy. The award-winning team from Lucasfilm Animation brought the beloved occupants of the Ghost into our homes five years ago, now, take a step behind-the-scenes to witness the journey from paper to screen with *The Art of Star Wars Rebels*. Featuring never-before-seen concept art and process pieces along with exclusive commentary from the creative team behind the show.

#### **Star Wars Art: Comics** Abrams

Featuring unforgettable art and exclusive interviews with the filmmakers, this visual archive highlights moviemaking magic at its finest. 300 colour illustrations  
*The Art of Star Wars, Episode II, Attack of*

*the Clones* Insight Editions

In the same format as *Adventure Time: A Totally Math Poster Collection*, this sturdy paperback houses 20 removable, frameable prints of the very best artwork from across the entire George Lucas-curated *Star Wars Art* series. Sixteen selections from *Visions*, *Comics*, *Illustration*, *Concept*, and *Posters*—including art by Jeffrey Brown, Philippe Druillet, Mike Mignola, Ralph McQuarrie, and Olly Moss—are joined by four newly commissioned artworks created specifically for this book by Max Dalton, Phantom City Creative, Tiny Kitten Teeth, and Jon Vermilyea. These high-quality, large-format, crease-free prints will be sure to transport *Star Wars* fans of all ages to a galaxy far, far away. . . .

**Star Wars: The High Republic: A Test of Courage** Lucasbooks

The Republic Fair is coming! While his fellow Valons prepare for the fair, Jedi Padawan Ram Jomaram is hiding out in his favourite place: a dingy garage filled with mechanical parts and tools. But when an alarm goes off on the nearby hilltop, he ventures out with his trusty droid V-18 to investigate. There he discovers a

frightening sign that Valo, and the Republic Fair, are in danger. Sure enough, as Ram races to warn the Jedi, the dreaded Nihil unleash a surprise attack! It's up to Ram to face down the enemy and send a call for help. Luckily, he's about to get some assistance from unexpected new friends...

**A Star Wars Story** Chronicle Books

This deluxe 240-page edition includes 5 hand-signed, archival-quality giclée prints by Doug Chiang, Ryan Church, Joe Johnston, Iain McCaig, and Erik Tiemens, as well as 50 extra pages of exclusive artwork. Featuring foil-stamped, real-cloth binding and housed in a lush clamshell case, this edition is limited to 350 copies. From Ralph McQuarrie and Joe Johnston to Doug Chiang, Ryan Church, Iain McCaig, Erik Tiemens, and the next generation of animation and video-game artists, *Star Wars Art: Concept* collects, for the first time ever, the very best *Star Wars* conceptual artwork. As curated by George Lucas, the artwork that helped bring the *Star Wars* Saga to life is revealed in all its glory, featuring pre-production drawings and paintings from the Original Trilogy, the Prequel Trilogy, the TV shows, and the

video games, including an exclusive preview of artwork from the highly anticipated 1313. Spanning the years from 1975 to the present, *Star Wars Art: Concept* is a fascinating look at the process of conceptual design. From pen and paint and paper to the digital realm, the result is the creation of breathtaking iconic worlds, vehicles, and characters that successive generations have embraced and made their own. Praise for *Star Wars Art: Concept*: “Legendary production artwork gets the showcase it deserves.” —*Star Wars Insider* magazine  
“*Star Wars Art: Concept* is a glorious coffee-table book that’s chock full of great artwork by many of the masters who’ve worked on the film, from Ralph McQuarrie on down.” —io9.com

**Star Wars Art: Illustration (Limited Edition)** Disney Lucas Film Press

A guide to the video game documents its making and the technology involved and describes its plot, locations, and characters, in a volume that includes ten character cards.

**A Poster Collection** ABRAMS

Experience Sideshow Collectibles’ astonishing collection of *Star Wars*

sculptures in a whole new way with this deluxe book that explores the incredible artistry behind their creation. Sideshow Collectibles has been immortalizing fan-favorite Star Wars characters for over a decade with their extraordinary, one-of-a-

kind sculptures. This deluxe book celebrates the artistry that goes into capturing the true essence of these iconic characters and the passion and devotion that brings them to life. Featuring never-before-seen pre-production artwork and exclusive insights from the sculpting and

design teams on the creation of each piece as well as dynamic photography that illuminates the power of their work, this book is the ultimate celebration of Sideshow's ongoing journey into the Star Wars galaxy.