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# The Art Of Star Wars Episode II Attack Of The Clones

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Star Wars The Adventures of Luke Skywalker, Jedi Knight

The Art of Star Wars Jedi: Fallen Order

The Art of Star Wars: the Rise of Skywalker

The Art of Star Wars: The Last Jedi

Star Wars Skywalker - A Family At War

Star Wars Episode II: Attack of the Clones

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A Star Wars Story

The Art of Star Wars

The Nature of Fragile Things

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*The Art Of Star Wars  
Episode Ii Attack Of The  
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## **FREDDY CARTER**

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### **Star Wars The Adventures of Luke Skywalker, Jedi Knight** Penguin

This book is a visual chronicle of the Lucasfilm art department's creation of new worlds, unforgettable characters, and newly imagined droids, vehicles, and weapons for the first movie in the "Star Wars" franchise, "Rogue One: A Star Wars Story." In the same format and style as Abrams' "The Art of Star Wars: The Force Awakens," the book gives

readers unprecedented access to hundreds of concept paintings, sketches, storyboards, matte paintings, and character, costume, and vehicle designs." "The Art of Rogue One: A Star Wars Story" will stand as the definitive guide to the artwork and imagination behind the newest chapter in the "Star Wars" franchise and will delight "Star Wars" fans and cineastes for decades to come. Directed by Gareth Edwards ("Godzilla, Monsters"), with production design by Doug Chiang and Neil Lamont, "Rogue One" chronicles the adventures of a Rebel cell tasked with a desperate

mission: to steal the plans for the Death Star before it can be used to enforce the Emperor's rule. The all-star cast includes Felicity Jones, Diego Luna, Forest Whitaker, Mads Mikkelsen, Alan Tudyk, Riz Ahmed, Ben Mendelsohn, Jiang Wen, and Donnie Yen."

*The Art of Star Wars Jedi: Fallen Order*  
Penguin

Featuring exclusive concept art, character and costume sketches, and vehicle and creature designs by the Lucasfilm art department, this official companion to *Star Wars: The High Republic (Phase One)* offers fans a definitive, behind-the-scenes look at an ambitious new era of *Star Wars* storytelling. *The Art of Star Wars: The High Republic* takes fans behind the scenes of Phase I of Lucasfilm

Publishing's massive crossover story. Collecting the very best concept art of the new characters, worlds, ships, and creatures of *The High Republic*--designed jointly by the Lucasfilm Visualists and a team of legendary comic book and *Star Wars* artists, including Phil Noto, Iain McCaig, and Ryan Church, among many others--and presented alongside development materials and interviews with *High Republic* architects Claudia Gray (*Star Wars The High Republic: Into the Dark*), Justina Ireland (*Star Wars The High Republic: A Test of Courage*), Daniel José Older (*Star Wars The High Republic: Race to Crashpoint Tower*), Cavan Scott (Marvel Comics's *The High Republic*), and Charles Soule (*Star Wars The High Republic: Light of the Jedi*), *The Art of Star Wars: The High Republic* is an

essential guide to the creation, design, and realization of a new era of Star Wars storytelling. The High Republic Phase I: Light of the Jedi finds the Jedi Order and the Galactic Republic at the height of their respective powers, but following the events of "The Great Disaster," the Jedi, led by Jedi Knights Avar Kriss, Loden Greatstorm, Keeve Trennis, and Stellan Gios and joined by a diverse group of Padawans and Jedi Masters, are confronted by the looming threat of the Nihil--a marauding group of Outer Rim anarchists who stand opposed to all the Galactic Republic represents. In *The Art of Star Wars: The High Republic*, readers will discover the origins of the fan-favorite new characters taking on this threat, as well as exciting new Lightsaber and weapon designs,

beautifully rendered environments, and detailed models of Starlight Beacon--the shining symbol of hope in the Republic. *The Art of Star Wars: The High Republic* is the only book to explore all facets of the design and artistic direction of a story that spans comic books, novels, and young adult books, taking Star Wars fans of all ages on a deep dive into the development of the New York Times bestselling series.

**The Art of Star Wars: the Rise of Skywalker** Disney Electronic Content  
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.

The Art of Star Wars: The Last Jedi Titan Books (US, CA)

An upcoming book to be published by Abrams Books.

**Star Wars Skywalker - A Family At War** The Art Of

Step inside the Lucasfilm art departments for the creation of fantastical worlds, unforgettable characters, and unimaginable creatures. The Art of Star Wars: The Force Awakens will take you there, from the earliest gathering of artists and production

designers at Lucasfilm headquarters in San Francisco to the fever pitch of production at Pinewood Studios to the conclusion of post-production at Industrial Light & Magic--all with unprecedented access. Exclusive interviews with the entire creative team impart fascinating insights in bringing director J.J. Abrams's vision to life; unused "blue sky" concept art offers glimpses into roads not traveled. Bursting with hundreds of stunning works of art, including production paintings, concept sketches, storyboards, blueprints, and matte paintings, this visual feast will delight Star Wars fans and cineastes for decades to come. The Art of Star Wars: The Force Awakens is the definitive expression of how the latest chapter in

the Star Wars saga was dreamed into being. ALSO AVAILABLE FROM ABRAMS IN SPRING 2016: *The Making of Star Wars: The Force Awakens* by Mark Cotta Vaz. Forewords by J.J. Abrams and Kathleen Kennedy. ISBN: 978-1-4197-2022-2

**Star Wars Episode II: Attack of the Clones** Harry N. Abrams

Note: The ebook of this graphic edition combines a hand-lettered font with richly detailed images. Due to the nature of the design, readers will be required to zoom in on each page. For the best experience, please use a larger, full-color screen. NEW YORK TIMES BESTSELLER • A graphic edition of historian Timothy Snyder's bestselling book of lessons for surviving and resisting America's arc toward

authoritarianism, featuring the visual storytelling talents of renowned illustrator Nora Krug "Nora Krug has visualized and rendered some of the most valuable lessons of the twentieth century, which will serve all citizens as we shape the future."—Shepard Fairey, artist and activist Timothy Snyder's New York Times bestseller *On Tyranny* uses the darkest moments in twentieth-century history, from Nazism to Communism, to teach twenty lessons on resisting modern-day authoritarianism. Among the twenty include a warning to be aware of how symbols used today could affect tomorrow ("4: Take responsibility for the face of the world"), an urgent reminder to research everything for yourself and to the fullest extent ("11: Investigate"), a point to use

personalized and individualized speech rather than clichéd phrases for the sake of mass appeal (“9: Be kind to our language”), and more. In this graphic edition, Nora Krug draws from her highly inventive art style in *Belonging*—at once a graphic memoir, collage-style scrapbook, historical narrative, and trove of memories—to breathe new life, color, and power into Snyder’s riveting historical references, turning a quick-read pocket guide of lessons into a visually striking rumination. In a time of great uncertainty and instability, this edition of *On Tyranny* emphasizes the importance of being active, conscious, and deliberate participants in resistance. [Art of Solo](#) Welcome Books

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 Art: Comics](#) Abrams

The Art Of ABRAMS

### **The Art of Sideshow Collectibles**

Lucasbooks

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.

#### A Star Wars Story Abrams

The official behind-the-scenes book of concept, production, and post-production art for Star Wars: The Rise of Skywalker. Go inside the creative process behind the most anticipated film of the century. The latest trilogy in the Star Wars film series brings the Skywalker Saga to a close and The Art of Star Wars: The Rise of Skywalker will take readers into the creative process behind visualizing the

epic worlds, creatures, characters, costumes, weapons, and vehicles of the landmark conclusion more than 40 years in the making.

*The Art of Star Wars* Dark Horse Comics  
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.

*The Nature of Fragile Things* 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.

*Star Wars: The Mandalorian: Guide to Season One* 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 True Story of Hollywood's Most Sensational Murder* Ten Speed Press

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.

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*Star Wars: The Poster Collection (Mini Book)* Simon and Schuster

Long before the Clone Wars, the Empire, or the First Order, the Jedi lit the way for the galaxy in a golden age known as the High Republic! Vernestra Rwoh is a new Jedi Knight at age sixteen, but her first real assignment feels an awful lot like babysitting. She's been charged with supervising twelve-year old aspiring inventor Avon Starros on a cruiser headed to the dedication of a wondrous new space station called Starlight Beacon. But soon into their journey, bombs go off aboard the cruiser. While the adult Jedi try to save the ship, Vernestra, Avon, Avon's droid J-6, a Jedi Padawan, and an ambassador's son

make it to an escape shuttle, but communications are out and supplies are low. They decide to land on a nearby moon, which offers shelter but not much more. And unbeknownst to them, danger lurks in the forest....Rich internal third-person dialogue reveals dollops of inner turmoil for each character at key moments as well as providing some much-needed world-building to make this a winning choice. A great read for Star Wars fans young and old." -- Kirkus Reviews

French Intellectuals, 1944-1956 Disney  
Lucas Film Press

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  
*The Odyssey of Star Wars* ABRAMS  
Star Wars fans the world over are buzzing in anticipation of what promises to be a defining moment in the history of multiplayer online gaming: the release of

*Star Wars: The Old Republic*. The game follows the escalating war between the Jedi and the Sith thousands of years before the events of the *Star Wars* films, and its innovative design allows players to choose sides and help shape the history of the galaxy. This gorgeous, full-color volume features the detailed art behind this highly anticipated release from BioWare and LucasArts. With character sketches, interviews, and artwork featuring the game's new weapons, starships, and previously unexplored worlds, *The Art and Making of Star Wars: The Old Republic* is the ultimate chronicle of the newest *Star Wars* experience.

**The Art Of** Harry N. Abrams

The uniquely prominent role of French intellectuals in European cultural and

political life following World War II is the focus of Tony Judt's newest book. He analyzes this intellectual community's most divisive conflicts: how to respond to the promise and the betrayal of Communism and how to sustain a commitment to radical ideals when confronting the hypocrisy in Stalin's Soviet Union, in the new Eastern European Communist states, and in France itself. Judt shows why this was an all-consuming moral dilemma to a generation of French men and women, how their responses were conditioned by war and occupation, and how post-war political choices have come to sit uneasily on the conscience of later generations of French intellectuals. Judt's analysis extends beyond the writings of fashionable "Existentialist" personalities

such as Jean-Paul Sartre, Albert Camus, and Simone de Beauvoir to include a wide intellectual community of Catholic philosophers, non-aligned journalists, literary critics and poets, Communist and non-Communist alike. Judt treats the intellectual dilemmas of the postwar years as an unfinished history. French intellectuals have not fully come to terms with the gnawing sense of what Judt calls the "moral irresponsibility" of those years. The result, he suggests, is a legacy of bad faith and confusion that has damaged France's cultural standing, notably in newly liberated Eastern Europe, and which reflects the nation's larger difficulty in confronting its own ambivalent past.

[The Art of Star Wars, Episode II, Attack of the Clones](#) Titan Publishing Group

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: Collecting A Galaxy](#) ABRAMS  
A long time ago in a galaxy far, far away... A galaxy is undermined. An army emerges. A love is forbidden. A dark turn approaches. The saga continues.

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