



# Adventure Time: The Art of Ooo

*Chris McDonnell, Cartoon Network*

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*Adventure Time: The Art of Ooo* is the first book to take fans behind the scenes of Finn the Human's and Jake the Dog's adventures in the postapocalyptic, magical land of Ooo. Packed to the seams with concept art and storyboards, this lavishly illustrated tome offers an all-access pass into the Emmy Award-winning show team's creative process. *The Art of Ooo* traces series creator Pendleton Ward's early influences and work, then reveals how the writers, storyboarders, animators, and voice actors work in tandem to bring this wildly inventive series to life.

Fans will pore over early character sketches, as well as background paintings and rare glimpses into the series' show bible. This visual treasure chest is gilded throughout with commentary from all the show's key creative talent. *The Art of Ooo* is the perfect companion to and celebration of this groundbreaking, award-winning series.

## Adventure Time: The Art of Ooo Details

Date : Published October 14th 2014 by Harry N. Abrams

ISBN : 9781419704505

Author : Chris McDonnell , Cartoon Network

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# From Reader Review Adventure Time: The Art of Ooo for online ebook

## Jamie Whitman says

This book is a treasure trove.

There are a lot of drawings of monsters that are never seen on the show but still feel like they have the potential to. Like Finn and Jake could run into them some day. Storyboard artist Jesse Moynihan says of the show, "it keeps existing without the viewer. Things happen between episodes that aren't depicted." The world of Adventure Time is vast and full of possibility. It exists in the minds of its creators and writers and artists and even fans. That idea of endless possibility and patchwork collaboration definitely comes across while flipping through this book.

As a fan, not only of the show itself, but of its individual artists (Natasha Allegri, Adam Muto, Rebecca Sugar), I liked reading the input from the team. It was interesting to read a definitive history of the show and how everyone got involved, that there was crossover from Flapjack, and now some of the team are working on their own successful projects.

I just wish I could keep it on my coffee table forever and continue to flip through it every day, but alas I have to return it to the library.

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## Andrew says

This was an incredible read about the creative process behind one of the most successful and exciting animated shows on television today. The entire creative crew is interviewed on the creative processes they use everyday and the interactions between designers, producers, animators, background artists and the creator himself, Pen.

The book details many of the shows flagship characters, and how they were fleshed out both in look and character, in terms of how they interact with their environment. The Land of OOO is outlined in its various locales, and how they were designed and created.

This is a really cool book if you are a fan of AT, or if you are interested in the process behind of working on a show like this. The interactions between many of the designers and animators, and the process of going through the greenlight period are touched upon. Storyboarding and animating are brought up in terms of loss of ones own creative process to the changes of others, the conflict between pencil and digital animation and offshoring storyboards.

This is a really cool book for AT fans in order to learn a bit more about the creative mind behind the show. Highly recommended for fans of the show, and those who love the gorgeous artwork and design that the show brings to every episode. Great read.

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## Gabe says

This was a great read. I don't normally read art books, but I'm glad I picked this one up. This book has a lot of interviews with the cast and crew that work on the show, and it was really interesting to see how much

work goes into it. I knew a little about Adventure Time's origins, but I never knew what a struggle it was to even get the show off the ground in the first place, let alone continue with it. It's like an underdog story and I couldn't help but feel inspired to continue pushing my own creativity to the limit. Adventure Time is a great example of how important the Internet is in today's world for getting your art out there, and the book demonstrates that pretty well. If nothing else, there are some great sketches, framegrabs, artwork, storyboards, etc. for people that use Adventure Time's style of animation in their own work.

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### **Quiana Howard says**

A wonder insight into the creative world of the show. All the background and pre cartoon network information was nice to read and see how far the show had come. Also it was good to hear from and see all the contributions from all the minds that come together to make Pen Ward's vision into a actual show.

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### **Donovan says**

I'm not so much praising the book as the show, but Guillermo de Toro's introduction says it best:

"It is the rarest of tales that can be told with the ease of a child....Adventure Time is animated by incredible humanism. One that has its basis in the effortless bromance of Jake and Finn, yes, but one that also understands pathos, fragility and loss.....Contrary to Hollywood dictum the characters are the story and its structure is not dictated by a creaky three-act structure- it stays infuriatingly real by simply being in awe of the world and its characters, by being profoundly in love with it all."

A good deal of these sentiments are glimpsed in the book, but really I'm just shamelessly proselytizing about a Television program on a Book site. Sorry, not sorry.

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### **Erika Schoeps says**

Love these "art of" books so friggin much. The best part of this is that it's mostly just a long, rambling interview with the show's creators. A lot of good stuff here if you're interested in philosophy and the arts. I'm not an artist and I don't go out of my way to learn about animation's more technical aspects, but I still enjoy learning about this stuff because it's so crazy... You forget how many people are behind all this stuff when you're watching the show. Even though I've read multiple "Art of" books, I always learn something new about animation's more technical aspects.

I love adventure time! If you love Adventure Time at all, this is a must read! I've only watched the first season and half of the second, but this was still amazing! (Notice how many exclamation points I'm using, please).

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### **Harris says**

Adventure Time: The Art of Ooo is quite a hefty tome, filled with all manner of ephemera and ancient

history anecdotes illuminating some of the background of the popular kid's cartoon for adults, (or vice versa?), Adventure Time. Every page includes colorful, vibrant artwork from the show, illuminating the creative process that brings such a unique and imaginative vision to life, from the origins of Finn, Jake, Princess Bubblegum, the Ice King, and the land of Ooo itself.

Through collections of character bibles, storyboards, interviews with the creators, and other pieces of behind the scenes information, a reader can learn a little more about what goes on behind the scenes in the show, including it's development and creation. In spite of this, I feel that a lot of material is left relatively unexplored in discussing the philosophies and style that make Adventure Time so interesting among animated shows currently on the air. The secret origin of the Cosmic Owl was pretty amusing, though, and I could see this as being an invaluable resource to people looking to polish their ability to draw in the Adventure Time style, sketching out all of the quirks and rules of drawing the characters. A nice coffee table book, but probably just a library check out for casual fans, let alone those who are just looking to learn more about the show.

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### **Nathan Sizemore says**

82/100

A really illumination look into the creative process behind Adventure Time and the development of its art style. I mowed through this one and imagine anyone who's seen much of the show would, too. I love all of the concept art on display pre-watering down to fit into episodes.

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### **Hilary says**

As always, I loved reading about the creative process and the work/inspiration the artists put into the show. I was hoping for some more insight into the actual story of Ooo and the characters within, but it was still a great read if you're a fan of the show (who wouldn't be?!).

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### **Eric Orchard says**

One of the best art books I have. Stuffed full of beautiful images and compelling text.

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### **Cale says**

It was interesting to read this after reading a similar collection about Steven Universe, just to see how the two series approach their production differently. This book focuses a lot more on the practical aspects and trying to define the ineffable feeling of Adventure Time, whereas Steven Universe's book was a lot more focused on the emotions behind everything. This book features a wide assortment of beautiful art and does a good job of explaining the thinking behind many of the decisions. It also features a larger array of seasons, going up through at least the sixth in its coverage, and detailing several examples of how the stories are built (which appears to be pretty unique). I could have done with a little more art, I think, because most of what is

included is interesting and well presented. If you're a fan of the series and want to know a little bit more about the behind-the-scenes while also getting a good coffee-table collection of art, this is a worthwhile addition to your collection.

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### **Forest Gamble says**

If you are a fan of Adventure Time, you HAVE to read this book! Really informative and enjoyable.

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### **Meekd says**

Highly recommend for fans and designers that love Adventure Time and want some more info about the work that went into development and creation of the series. I didn't know much about storyboarding or what goes into illustrating characters for an animation, and this book gave me some insight into the hard work behind such a great cartoon that is loved by kids and adults.

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### **Niilo says**

AT's art style is very simplistic and so is the art in the book. There's a lot of simple pencil sketches, character designs, storyboards and screenshots from the episodes and a lot of "making of" text. Probably everybody who ever worked in this series gets to tell behind-the-scenes stories and personal insights of the show. I believe this is the best AT book there will ever be. However it seems like the show creators don't have time to make intricate concept art for the series and instead just brainstorm ideas on paper, sketch out the storyboards and send them to Korea or where ever the show is animated. The background art is amazing and detailed but that's pretty much it. The title cards (which have amazing art) have their own art books so there's only few of them in here. The most striking pieces seem to be on the final 27 pages, which are completely devoted to fan art (some from the people who also work on the show) and they are BEAUTIFUL. These pieces are expressive and take more artistic freedom. What a genius addition! I'd consider this a comprehensive making-of book but ironically the most amazing art pieces here are personal art from the show crew and fans.

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### **Sean Daily says**

I'll keep it brief - this book is absolutely beautiful. Adds insight to one of the most emotionally complex television shows to ever air.

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