



The Art of WALL•E

Tim Hauser , Andrew Stanton (Foreword)

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Pixar Animation Studios, the innovators behind *Toy Story*, *Finding Nemo*, and *Ratatouille*, created its latest genre-defying film with an intriguing and unorthodox question in mind: What if mankind had to leave Earth, and somebody forgot to turn off the last robot? WALL•E (Waste Allocation Load Lifter – Earth Class) is this last, soulful robot. When his lonely work is interrupted by the arrival of the sleek probe-droid EVE, a rollicking adventure across the galaxy ensues.

The Art of WALL•E features the myriad pieces of concept art on which this fantastic, futuristic film was built, including storyboards, full-color pastels, digital and pencil sketches, character studies, color scripts, and more. Astute text—featuring quotes from the director, artists, animators, and production team—unearths the filmmakers' historical inspirations and recounts the creative process in intimate detail. This richly illustrated portal into the artistic spirit of Pixar reveals a studio confidently pushing the limits of animation.

The Art of WALL•E Details

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From Reader Review *The Art of WALL•E* for online ebook

Kelly K says

I'm definitely going to be reading more of these art books on Disney movies. This was such an interesting book to see how this wonderful movie came to life. How Wall-e was inspired from R2-D2 and Eve from Apple products as well as other ideas that they had before arriving at the finale. I can't wait to read more of these!!

Mario Russo says

Great stuff it is always a nice contrast to the finished pieces, seeing the very rough early concepts. Funny how the final ideas come from unexpected sources, like the eyes of Wall-E from handling a binocular and figuring out lots of 'emotion' expression can come out of it.

bex robertson says

Wall-E tells the tale of the last robot trash compactor living in an abandoned Earth several decades from our future.

Introduced by director and writer Andrew Stanton, *The Art of Wall-E* is immediately more text based than some of the other books in the series. The first few pages of the book have only a few illustrations accompanying the long paragraphs of information about the film.

While this isn't perhaps what is expected of a book focusing on animation, it is more in depth than other volumes in the *Art of* book series. It discusses the process of creating *Wall-E* in depth, providing a genuine inside look at the problems the artists faced and their use of storyboards and colour scripts.

This continues throughout the entire book. While other editions of the *Art of* series that are mostly filled with images, paintings and photography are simply punctuated by a few key quotes, *The Art of Wall-E* takes its time as it explains the reasoning behind some of the decisions made throughout the film-making process.

However, some of these decisions are overlooked. *Wall-E* is the first Disney Pixar film to incorporate live action, which isn't even mentioned in the art book. *The Art of Wall-E* places its focus instead on the film's two main characters, Wall-E and Eve.

Tim Hauser's look at the Academy Award winning film explores the inspirations behind the design of these characters alongside their development. What makes the titular character of Wall-E so compelling is that despite his limited vocabulary, the robot is nonetheless hugely expressive. *The Art of Wall-E* features several artists from the Pixar team explaining how they managed to do this.

The book illustrates the points it makes with beautiful sketches and paintings. Like other *Art of* books, every page in *The Art of Wall-E* is a work of art in itself. Storyboards of some of the film's most memorable scenes are sure to remind readers of the joy they felt when watching Stanton's blockbuster and reignite their love of

its characters.

Tim Evanson says

Pixar's *The Art of...* books tend to be wildly uneven in their quality. Some of them contain great insight into the creative process and clearly establish an artistic narrative that takes you from early sketchwork to final product. Others seem almost slapdash, as if the authors had only minimal access to artwork -- and even then, only to a few artists.

*The Art of WALL*E* is one of the better ones. The text is excellent. *Wall*E* was a film whose genesis was as much in Charlie Chaplin silent films of the 1920s as it was in the ideas of Pixar's directors and producers. Unlike some films, where story drove the art, *Wall*E* -- by its heavy reliance on mime -- required art and story to go hand-in-hand from the very first. The text clearly brings this out, and provides real insight into how the artwork developed the way it did.

Subsequently, the artwork you get in this book is top-notch. The reader gets everything from character sketches to storyboards to unused plot lines and never-seen major characters. Seeing how art drove story, and story drove art, is the real key to *Wall*E*, and this book brings that out wonderfully.

My one criticism is that I wish the book wasn't as repetitive. While readers clearly are interested in Wall*E and Eve, and want to see how these characters developed over time into their final forms, I wish that there had been more about how the film developed in other ways. How did they come up with the character of Moe, and how did that character develop? How were the interiors of the Axiom conceived and reworked? How did they come to integrate live-action into the film? You won't get much of this in the book, and I think that's a shortcoming.

Rebecca says

Thank you Rae!

Paul says

Well worth a look over. This book reveals the depth and detail Pixar brings to their films, from the careful selection of each scene's color palette to the multitude of sketches depicting the thought process behind minor characters. A beautiful book perfect for the coffee table.

Sriya Mudumba says

It was nice to read something else for a change. It was a very easy and d exciting book.

Marc Hampson says

Great collection of artwork and thoughts behind making this wonderful film. Loved to learn about how they studied silent film for the interactions and the takeaway from that era that contrary to standard story practices, Wall•E as our hero doesn't have to change in this story - He is simply so unique that we watch everyone else change around him simply by him being there.

Every single page is an artistic gem for anyone interested in visual development & design.

Benita Kvinlaug says

Very little text, yet, more than I expected. You get exactly what you need, and perhaps even more. This collection of visual treasures from the making of Wall.E truly is worth reading. The words are few, but they're gold worth.

Joanne says

A beautiful collection of artwork from one of the best films ever made - Wall-E! I love reading about how they came up with the idea for the film, the reasoning behind different choices and how they wanted characters to look and act. It's so interesting seeing the story evolve from a drawing to digital to the big screen and seeing the story change with it.

Wall-E is a love story but not just between Wall-E and Eve, but between humans and the Earth. This story shows us what can happen if we don't love it enough to save it from us, to care for our planet. And that's why I love Wall-E so much. It's a visually spectacular film, but also a subtle warning woven into a dream.

The concept art is stunning and the things the team that worked on this film went through to come up with ideas - they even had someone from NASA visit to talk about the effect of gravity and how it changes people! I love how much research, thought and care goes into making Pixar films, and that's why these films are always amazing. I just wish they had included more art of space in this book, particularly the scene where Wall-E travels through space because it's so stunning! Amazing.

Violetta says

This artbook focused on the development of the landscapes and environmental considerations of the movie. It's a valuable book for any animator, as there are wonderful side notes from the creative team about the emotional life of the film. There isn't much about character development of the robots, but there is quite a bit about the human "gels".

Natalie says

An educational view into the development of one of my favorite animations.

Oscar says

The included artwork is very cool but I want more! Also, it is worth reading just for the insight into how the production worked so hard on the silent portions of the film.

Jessica-Robyn says

The Art of WALL.E is pretty self explanatory. A beautiful table book full of art from every stage imaginable of Pixar's WALL.E.

When I first watched the movie, I was blown away. This is the type of book that will satisfy the curiosity of anyone who is interested in a more in-depth look at it's creation. Also, there are a lot of pretty pictures. If this wasn't a library book I'd be taking some of these pages and putting them up on my wall. Such a beautiful book!

L says

While there is not much text in this book, it is more than made up with in beautiful colour images. This book has opened my eyes to all the pre-production artwork that goes into an animated film. It is exciting and inspiring to see how artists still have a place in shaping these films.

Furthermore, the text that was in this book did an excellent job of promoting and explaining what Pixar is all about: namely, the importance of the story.

Some Memorable quotes:

"No amount of the best animation in the world will ever save a bad story, or a bad story reel. But, once you have a really good story reel and its working, it will get 10 to 100 times better once its animated and in color." John Lasseter, pg. 31

"You often hear the term 'You should have something to say in a story.' But that doesn't always mean a message. It means truth. Some value that you as a storyteller believe in. And then, through the course of the story, you debate that truth, prove it wrong, test it to its limits." Andrew Stanton, pg. 156
