The Art Of Epic Mickey

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The Art of Epic Mickey will be a 160-page hardcover landscape coffee table book. It will be written by Epic Mickey co-writer Austin Grossman and will feature a forward by Game Director and New York Times contributor, Warren Spector. The book will journey through the beautifully dark and twisted world known as Cartoon Wasteland touching on the creative process behind developing this once-in-a-lifetime vision. It will include, sketches, concept art, final frames, and stills from the actual game, plus, never-before-used art with quotes from the team that envisioned this epic tale. The physical world of the game is born directly from Disneyland, and accordingly, the book will spotlight the artistic influence that Disneyland, with its iconic qualities and rides, had on the creators of Epic Mickey.

Book Information

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Grade Level: 5 - 9

Customer Reviews

Regardless of how you feel about the game, you can't deny that Epic Mickey had incredible art direction and the concept art that was released months before it came out looked incredible. Images of twisted robots, Disney lands ravaged, and a just plain dim outlook for the world had a lot of people interested. How the heck did this stuff get passed by Disney? Well, it turned out that a lot of it didn't make the final cut, or what did got toned down big time. I spent the extra money and got the collector's edition of the game, mainly for the figure it came with, but also because some of the
artwork was featured on the making-of DVD. While it had some great work, it made me want a real art book. Well, we finally got it long after the game came out, and after a few delays, the book doesn’t disappoint. This is one of the best art books I’ve seen all year, and any Disney fan needs to have this in their collection. This book almost makes up for the disaster that the game ended up being. All of the artwork that was shown prior to the game’s release date is featured here. Those creepy images of animatronic Goofy are here, as are the awesome black and white drawings of different robots. But that’s just a small sample of what That Art of Epic Mickey has. There are tons of lush, gorgeous digital pieces that should hush anyone who says that traditional hand drawn artwork will always be the best (as if The Art of Kung Fu Panda didn’t put that to rest enough). Characters, locations, important story points, everything in the game is covered here. I loved seeing some of Pete’s appearances get showcased here, though it made me want more since the character sections were brief, and I’ve always enjoyed these portions the most in art books.

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