



# The Art of Monsters University

*Karen Paik*

[Download now](#)

[Read Online](#) 

# The Art of Monsters University

*Karen Paik*

## **The Art of Monsters University** Karen Paik

In 2001, Pixar introduced audiences to Mike, Sulley, and the world of Monsters, Inc. Now they take audiences back in time to Monsters University, where the world's #1 Scaring team are just your average freshmen with dreams of making it in the Scaring Program. Including a cast of characters that are both familiar and new, *Monsters University* gave the film's designers a chance to expand the Monsters world in a colorful and nostalgic university setting, and the opportunity to reinvent existing characters as their younger (thinner) and more naive selves.

Featuring a gorgeous range of concept art alongside a discussion of the film's design challenges, inspirations, and , particularly, the tricky art of making a prequel, *The Art of Monsters University* will please fans with its thoughtful and thorough exploration of a collegiate Monsters world. Throughout the book, the film's artists, storyboarders, designers, filmmakers, and technicians, describe the incredible amount of creativity and detail that goes into the making of an animated film, alongside a diverse selection of the film's thousands of pieces of art and storyboards, as curated by the filmmakers themselves.

## **The Art of Monsters University Details**

Date : Published June 30th 2013 by Chronicle Books (first published June 1st 2013)

ISBN : 9781452112077

Author : Karen Paik

Format : Hardcover 168 pages

Genre : Art, Nonfiction, Media Tie In, Culture, Film

 [Download The Art of Monsters University ...pdf](#)

 [Read Online The Art of Monsters University ...pdf](#)

**Download and Read Free Online The Art of Monsters University Karen Paik**

---

## From Reader Review The Art of Monsters University for online ebook

### Elyse says

beautiful illustrations

---

### Tim Evanson says

Second time's a charm, right? No.

This book is one of a series of coffee-table books about the art of Pixar movies. A previous edition, *The Art of Monsters, Inc.*, was a disappointing hodge-podge of art from the motion picture of the same name.

I had high hopes for *The Art of Monsters University*, because the first book's failings were, I thought, pretty obvious. Unfortunately, this follow-up volume is very bland. Perhaps that's because there really wasn't much for the artists to do. The key characters of Mike, Sully, Randy, and the rest were already designed, and there wasn't much anyone could or would do to alter that. With the look of the "Monsters, Inc." universe now set, the artists didn't have much freedom to create new monsters and characters.

My sense was that this would have given Pixar some encouragement to reveal how they storyboarded their films. Pixar makes it quite clear in these books that character development, artwork ideas, and story all come together at the same time. So where is that documented here? It's not. It's almost as if Pixar vastly underestimated their reading audience.

The book, like all of these Pixar artwork books, is oversized and contains large, wonderfully printed images. The number of images is extensive, and some cover two pages. The book is well-designed and well-printed, and will stand up to repeated opening.

I just wish the content was as high-quality.

---

### Zachary says

Another excellent Art of Pixar Movie book filled with excellent art and plenty of insight into the making of the movie.

---

### Melissa says

This book was so, so good. I loved the sheer amount of detail! The sketches, concept arts, colour scripts and detailed height references of the monsters was amazing! There was just so, so much more than the first book. I wish The Art of MI was made like this. I have so much love for this book. It was totally worth buying.

---



Since the film is about college life, you'll see more art of the Monsters University campus. When I think of monsters, I don't usually associate them with bright and cheery hilly campus, but that's what you get with a Pixar film. You have Mike and Sully jogging in the stadium at dawn with sun casting a beautiful warm glow. It seems there's always a colourful party going on somewhere. The campus has several buildings and the main one is the School of Scaring. You'll also see the dorm rooms, fraternity houses and areas of Monsters Inc that are not shown in the first film.

The interviews with the artists and staff provide some insight into the design of the film. They talk about the differences and similarities between the two films, such as the old school scaring technology that you'll see.

It's a great book with lots of beautiful concept art.

Be sure to check out the first Monsters Inc artbook as well, which was sold out and reprinted.

---

### **Abraham Ray says**

great book, a little short for me, but great about the art of the movie!

---

### **Elf says**

This is really really cool

---

### **Amber says**

Wonderful drawings and nice to read the stories about how they came about the movie.

---

### **Rubi says**

I really enjoyed book. It was sooo much better than "The Art of Monsters Inc." Which is sad because that movie was more epic :(

Anyway, the author does an awesome job in giving the details and stories behind the production decisions. Such as, making the head of the Scaring Program a female vs. a male. Or making the story about Mike vs. Sully.

I loved the explanation of why a prequel instead of a sequel with Boo. I'd been disappointed at first to learn the new Monsters movie wouldn't have Boo and was a prequel, but (besides it being a decent movie) the reasoning made sense and I was glad they made that choice.

Some of the story lines in the movie were so predictable, but it was nice to see the details that made it different.

The dedication to small things such as lighting and color were inspiring and really make one realize how much work goes into one of these movies.

Best of all I loved the message they were trying to get at. When I first watched the movie, I was all, "poor Mike. He failed." Then was ok with knowing he'd make it eventually.

But the producers really wanted to take "failure" and turn it into an open door and they did a great job. We

are fed the lie "You can do anything if you work hard enough" and our work just never seems to be enough. So what do we do? That is what this film explores.

Not everyone can make it big, but on the way maybe you find you're good at and find a new path. Never give up, find a new direction. It's a different message, but it's one worth learning. The book explains it better, but just for that insight I'd recommend everyone read this :)

The art was awesome, too! The scale much bigger than the original film, using advanced technology. I loved the artwork! The vivid colors and textures were just beautiful. Pixar truly has a talented team. This book contained much more art in various forms. We saw pastel, paintings, sketches and even 3d models of the characters. Karen Paik did an incredible job with putting this together and I look forward to her next The Art of....book.

---

## **Ingrid says**

A great book for anyone who's as obsessed with animated movies as I am. I loved reading everything about what went into it, from the story itself to the artwork. It was interesting to read about the creators' inspirations, and how their original ideas grew and evolved into what made it into the final cut. The pictures in it were also great quality and amazing to look at.

---