



The Art of Thor: Ragnarok

Eleni Roussos

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Get an exclusive look at the art and designs behind the Mighty Avenger's newest film in this latest installment of the popular ART OF series of movie tie-in books! A new all-powerful being threatens the destruction of Asgard, but Thor is trapped on the other side of the universe and must race against time to save his civilization. Go behind the scenes with exclusive concept artwork and in-depth analysis from the filmmakers in this keepsake volume! Continuing their popular Art Of series of movie tie-in books, Marvel presents its latest blockbuster achievement! Featuring exclusive concept artwork, behind-the-scenes photographs, production stills, and in-depth interviews with the cast and crew, this deluxe volume provides insider details about the making of the highly anticipated film.

The Art of Thor: Ragnarok Details

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Author : Eleni Roussos

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From Reader Review The Art of Thor: Ragnarok for online ebook

J'aime says

I have the Marvel Art of book for each of the MCU films. The first Thor book was a huge disappointment; The Dark World was a marked improvement over that but still had room for improvement. Ragnarok not only surpasses both, it actually exceeds most of the solo hero books (though Avengers remains the best of the series).

First of all, the book spends a LOT of time on the costumes of the principal cast - Thor, Loki, Hela and Valkyrie all get many pages devoted to the evolution of their costumes. What inspiration was drawn from comics, how the story would have affected them, the character's personality, are all examined. The pages on Hela's headdress alone (and even Loki's) are worth the price of admission. Grandmaster and Hulk get a little less space, for obvious reasons, but still call back to the comics and how they were adapted from them. I never would have guessed how much effort went into Surtur's design, but the book clearly spells out the challenges of making him work on screen.

Moreover, since Waitiki intentionally based much of the visuals from the film on the work of Jack Kirby, that is examined in detail. Sakaar was a gold mine of creative opportunity as a world new to the MCU and it shows here. How it was designed, and how the characters would interact within it is all looked at in depth. The concept art throughout is gorgeous, and the text provides great context for the images and evolution of the film.

Overall, Ragnarok is another outstanding entry in the series. If you're a collector of the book, this is a great addition. But, it's also a good buy for fans of Thor. Highly recommended.

Trike says

This is a 5-star book except for the the two-page spreads. In some cases it's not too bad because the focus of the art is off-center, but often enough you lose details in the valley and that's annoying.

Other than that this is another gorgeous addition to the Art of Marvel movies series. The movie is hilarious and wacky and a lot of that stems from the groundwork laid by the art team. Much of the designs are derived from the original Thor comics drawn by Jack Kirby, and they pay homage to the King throughout the book. Not just with the artwork and design, but also referencing him constantly.

I knew this was going to be a treat as soon as I slid it out of the slipcase. The shell has the usual lovely Andy Park art, but underneath is a very Kirby-esque design. It reminds me of the movie, actually, which presents as a superhero action film but is really a very funny comedy.

The worlds visited here are as varied as anything in Guardians of the Galaxy or Dr. Strange. Asgard, which we've seen before, but also Surtur's fire realm (complete with rocket-powered dragon), Sakaar the junk planet where the Grandmaster holds gladiatorial contests, and Norway. Yet somehow it all works. That's skill.

Go see the movie, you'll like it, unless you have a heart of stone.

Lucia Deetz says

A feast for the eyes. Movie was ok-ish (didn't really like its humor though), but this... this is awesome.

Kelly K says

Loved seeing the imagery from the film on the page.

Lisa says

I think that I enjoyed the Dark World better. This one however, was full of awesome ideas. I always like to see these books to look at the formation of ideas that leads to the final decision. Some of the ideas I am glad that they went with, like Hela's whole persona. Other ideas in the book I wish that they had gone with, like Idris's character. Some of the ideas in there I thought were better than the final product. My question is where was Lady Sif?!!!!
