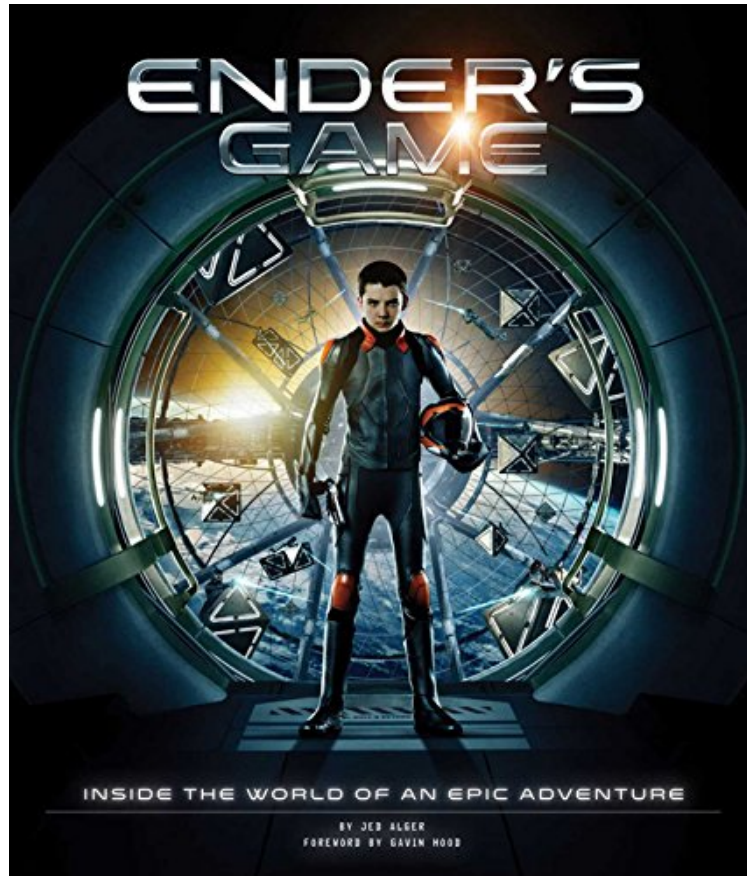


[Download] Ender's Game: Inside the World of an Epic Adventure

Ender's Game: Inside the World of an Epic Adventure

Jed Alger

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Jed Alger : Ender's Game: Inside the World of an Epic Adventure before purchasing it in order to gauge whether or not it would be worth my time, and all praised Ender's Game: Inside the World of an Epic Adventure:

4 of 4 people found the following review helpful. If you saw the movie GET this book (and if you are over 50, pretend you're 14 and read it under the covers with a flashlight)! By BradleyKGreat coffee-table book to introduce your friends to the Ender Universe with. Or buy it for yourself and keep it hidden and enjoy it all by yourself even if you are 63 1/2 years old or older. Or younger. Great background information about the movie I have been waiting for since July 1977. Did I hear someone say "July 1977? The book wasn't even published until 1985!" How true for the book. But the short story of Ender's Game was published in the August 1977 issue of Analog Magazine. Get Orson Scott Card's Maps in a Mirror to read the story that started the Ender Universe. And I have been waiting for the movie since I read the short story and I bought THIS book as soon as I found out about it and read it cover-to-cover as soon as it came in. Great pictures. Great quotes. Great background information of the making of the movie. I think this is one of those books I am going to have to buy a backup copy of. (Had to do that with some Sci-Fi Book Club books including Foundation Trilogy.) 0 of 0 people found the following review helpful. Ender's Game: Inside the World of an Epic Adventure By JMM "Ender's Game" was a quality film that I enjoyed. A number of sequences in the film were awe-

inspiring and were very difficult to achieve. This book, "Inside the World of an Epic Adventure", is a nice companion to the film after you've seen it. The book details the film's production and showcases the design work. One of the main achievements of the movie was that the filmmakers successfully blended practical effects and computer-generated effects to create a heightened but still realistic visual look. The book goes into great detail about the visual aspects of the film - there is a whole lot of high-resolution conceptual artwork included which demonstrates the large extent to which a VFX-heavy film has to be planned in advance. There are also a number of shots from the movie accompanied with corresponding photos from the set (often with a fair amount of green screen). It's nice to read about the filmmaking and design process, but the book really succeeds when it shows us these things through imagery. The book's best asset is that it contains many high quality photographs and pieces of art, most of which are given a lot of space on the page so they can be seen in great detail.

Table of Contents:- Foreword by director Gavin Hood- Introduction: Getting Ender's Game Off the Ground- Part I: Ender's World (the Wiggin home and Ender's Room; Ender's family)- Part II: Battle School (the design of the space school; the gear/helmets; the cadets; includes stickers of the different army logos)- Part III: Inside Zero-G (details the battle room sequences; and the extensive VFX work by Digital Domain)- Part IV: Parallel Worlds (the Mind Game; related concept art; designing the Queen)- Conclusion*Note: On my copy of the book, there was a slight printing error which caused some of the pages to stick. When pulled apart gently, no damage was done to the book.0 of 0 people found the following review helpful. Five StarsBy leaf-fifeThanks!

Based on the best-selling novel, Enders Game tells the thrilling story of the fight to save the world from a devastating future. Now, in this official companion volume, the behind-the-scenes world of the film is brought into stunning focus. Following an attack by an alien race known as the Formics narrowly countered thanks only to the efforts of legendary war hero Mazer Rackham (Ben Kingsley) Earth has been preparing itself for the next wave in the conflict. The fate of humanity lies in finding the next Mazer from a crop of the brightest young minds on the planet. Under the watchful eye of the International Fleet, the venerated Colonel Hyrum Graff (Harrison Ford) has been tasked with overseeing their training. Before long, a standout emerges among them: Ender Wiggin (Asa Butterfield), a shy but prodigiously talented misfit. His potential discovered, Ender is promoted to Command School, where he will soon find the war with the Formics to be more complex than he could have ever imagined. Packed with in-depth interviews, removable posters and army badges, stunning concept art, unparalleled access to the visual effects archives at Digital Domain, and countless full-color images, this insightful insiders view of the making of Enders Game will bring fans closer into the world of the movie, following cast and crew as it is brought to dazzling life. Also featuring Hailee Steinfeld (True Grit) as Petra Arkanian, Viola Davis (The Help) as Major Gwen Anderson, and Abigail Breslin (Little Miss Sunshine) as Enders brilliant older sister, Valentine.

Highly recommended not just for fans of Enders Game the movie but also for fans of the novel who appreciate the rendering of the virtual game-world and the aliens. Also highly recommended for collectors of pop culture movie books. Dark Matter Zine "A gorgeously-produced, hardcover companion piece to the film has recently been published by Insight Editions. The Morton Report