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Prometheus: The Art Of The Film



Synopsis

Visionary filmmaker Ridley Scott returns to the genre he helped define, creating an original science fiction epic set in the most dangerous corners of the universe. The movie takes a team of scientists and explorers on a thrilling journey that will test their physical and mental limits and strand them on a distant world, where they will discover the answers to our most profound questions and to life's ultimate mystery. With an introduction by Scott himself, this lavish book will be the only publication to accompany Prometheus. Stunning production art and behind the scenes photos will grant the reader a window on the process of creating this astounding new epic.

Book Information

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Customer Reviews

"This is a gorgeous book, and will help readers understand the locations and sets with a more intimate knowledge." [San Francisco Book Review](#) "Weighing in at nearly 200 pages, and in high quality full-color print, the book leaves little to be desired." [TG Daily](#)

Mark Salisbury is the former editor of Britain's top-selling movie magazine, Empire, and author of a number of movie books, including [Alice in Wonderland A Visual Companion](#) and [Burton on Burton](#).

Prometheus: The Art of the Film is a nice movie visual companion. A large landscape hardcover with 192 pages. It's not the usual art book where you'll see lots of concept art. Rather, the content

consist of film stills, photographs, storyboards and of course the concept art. There are more photos than concept art, not that it's bad thing. The photos are great actually, showing detailed look at the interiors of Prometheus, some of the sets built such as the Prometheus landing leg, the Pyramid, the head statue, the chamber with the Ampules, sculpted alien props and the landscape photos that were turned into alien environments. The concept art featured are mainly the finalized versions. There aren't many variations for any particular design. For example, there's only one exterior design of Prometheus, a handful of designs for spacesuit, aliens, etc. That's perhaps the downside of this so called art book. I do like the concept art style and rendition which goes really well together with the photos to give the book a very singular unified look. The commentary talks about the important scenes and locations. Those are interesting as they explain the design. The book doesn't dissect the story so whatever you find ambiguous in the movie will still be more or less ambiguous after reading the book. I consider this as more of a production design book. It's not an art book in the strictest sense as there aren't a lot of drawn art. However, I would still recommend it because it's packed with visuals all the way. (There are more pictures of the book on my blog. Just visit my profile for the link.)

When Prometheus: Art of the Film was originally made available for preorder early on in the year for \$19.95, I knew I had to preorder a copy with my Prime account. When the book finally arrived, it is everything I wanted in an art book and more. The book is hardcover and expansive, showing concept arts and storyboards that were adapted into the film and early concept works that were discarded in preference of other mediums (i.e. original Fifield transformation concept, the introduction scene, etc.). The book also has a plethora of graphic novel style storyboard of the screenplay, highlighting key important scenes of the movie as well as:

- * 3D rendering of various spacecrafts, vehicles and alien life forms that we see in the movie
- * Sculptures of the creatures we see, including preproduction clay models.
- * Costume designs
- * The behind-the-scene making of the sets (both concept art, pencil sketching, actual wooded construction to finalized sets)
- * Details on what went into the designs (the Prometheus, the lifeboat, planet, the pyramid mounds, Weyland Industries, the ampule room, Juggernaut, etc.)
- * The gratuitous section on the Engineers is worthwhile in itself

I think the best thing about this book is the supplementary text by the people who were involved in the movie, including Ridley Scott. These supplementary text not only explain the design, thoughts and process in designing the film - but chunks and pieces of the text clarified bits and pieces of the film, including the Alien universe. For example, Scott confirmed that LV-426 is a different planet and that the black slime is a form of biological weapon whom its creator could not

ultimately control. All-in-all, this art book is instant gratification for the visual sensors - and a great addition to art book collectors, or just to anyone who enjoyed the film and would like to know more about the story and the effort involved behind the making of the film.

Books like these typically fight wars with each other over concept art vs. set photographs. This one clearly favors concept art, but at the expense of many "final result" photographs that help bridge the two. The text thankfully makes up for the gaps in technical detail, but still in general ways that might be redundant for people who would use this as a bible for making their own model effects. Still, it's collectible as there are very few PROMETHEUS products out there to buy; given that I was too young to buy stuff like this when the first ALIEN films came out, I didn't want to pass this up. So while interesting and thorough--and FILLED TO THE BRIM WITH ILLUSTRATIONS--it's not particularly educational, but is enjoyable. AND it's a sturdy little hardcover that fits on a regular shelf too, which is a plus.

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