



The Art of Doctor Strange

Jacob Johnston (Text) , Alexandra Byrne , Scott Derrickson , Adam Del Re (Illustrator)

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Get an exclusive look at the art behind one of Marvel's most visually compelling super heroes in this latest installment of the popular ART OF series of movie tie-in books! When a terrible accident befalls extraordinary surgeon Dr. Stephen Strange, he'll do anything to regain mobility in his crippled hands. His journey will take him to unbelievable realms - and bring him face-to-face with petrifying dangers. Explore the fantastic worlds of Doctor Strange with exclusive concept artwork and in-depth analysis from the filmmakers. Go behind the scenes in this deluxe keepsake volume as Marvel once again brings its strange history to the silver screen!

The Art of Doctor Strange Details

Date : Published November 22nd 2016 by Marvel

ISBN : 9780785198208

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Format : Hardcover 240 pages

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

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From Reader Review The Art of Doctor Strange for online ebook

J'aime says

I've purchased all the Marvel Art Of books, but I had especially high hopes for Doctor Strange. The film was heavily marketed as a psychedelic visual feast in keeping with the character. So I expected amazing artwork – and was not disappointed.

This is the best art book Marvel has done in some time. Some of the books, like Iron Man and Cap, have become repetitive. I love seeing the new armor appear in the movies, but you can only look at so many iterations in a book before they all run together. Strange is a shot in the arm because so much of the art is pure imagination. There is the usual coverage of costumes, and how well they adapted Strange's, but this art book doesn't rely as heavily on comparisons to the comics. There's a lot of talk about capturing the "trippiness" of Ditko's original work, but only a few direct comparisons. The section on the Dark Dimension, and how the director was inspired by a blacklight Doctor Strange poster from the 70's was cool.

The best parts of the book for me was how they not only showed alternative production designs, but went into detail on why they weren't chosen. All of the books show a lot of design choices, but readers rarely get why the final design won out. For instance, there are some truly wild ideas included here for what the astral projection would look like. However, they decided to go with something simple because they didn't want the audience to be distracted when characters are having conversations in astral form. There's a similar section regarding Dormammu's influence on the zealots (e.g. the eyes). This book really shows fans how the artwork underlies the production, but also the reverse - how the art is influenced by storytelling requirements and the medium of film.

Overall, this is a fantastic installment to the Art Of line. It has the usual high production values (glossy pages, slipcase). The artwork is gorgeous, and the book adds another layer of enjoyment for the film. Highly recommended.

Mackenzie says

This is perhaps my favorite Marvel Art of the Movie series for the sheer visual delight of Doctor Strange's strange-but-wonderful world. It's very exhilarating that some of the (possibly early?) concept art designs have a Stephen Strange who does not look at all like Benedict Cumberbatch but rather the much older gentleman that I pictured him to be from the comics. The Sanctum designs - both the one in New York and Hong Kong - are also a pleasure to discover, seeing as I have always wanted a concrete and complete look at how the Sanctum is supposed to look and work. This may not be Marvel's best films, but it's the most brilliantly imagined one.

Belinda Missen says

Update 9 Jan 2017: I've just received a book from the second printing, and it is beautiful. Have amended my rating to five stars based on this. Go forth and enjoy.

Reviewer Note: Please wait for the second printing of this book - my copy of Marvel's Doctor Strange: The Art of the Movie contains printing errors. The end of chapter five and beginning of chapter six are missing, and have been replaced by a repeat of chapter four. I will amend my rating when I get my hands on a corrected copy.

Opening this book, the smell of the pages reminds me of jet fuel. That wonderfully giddy smell you breathe deep at the airport, knowing that it's about to transport you to another dimension. Luckily for me, that's also the aim of this book, and it does a fantastic job of doing so.

My big caveat for Doctor Strange - which you may know if you've read my past comic reviews - is that I came to this character solely out of interest for Benedict Cumberbatch. Prior to the announcement of his casting in the titular role, I'd never clapped eyes on a Doctor Strange comic, or any kind of comic for that matter. I cringed, I grimaced, I pissed and moaned about 'another genius type role that is just going to be Sherlock in a pretty cape'.

Fast forward eighteen months and I've devoured the comics I can get my hands on, ventured into other comics (Anyone else read James Bond: VARGR?) and now have standing orders at the local shop. I've been drawn completely into Strange's story in a way that I can't explain. He's unlike any Marvel character we've seen so far; the talented neurosurgeon who must learn to deal with the cards he's been handed - the spoils of greed.

The film, for me, was everything that I hoped it would be. It has drawn from elements within different comics. We see reference to '60s Strange in the 'Full Ditko' style landscapes, almost lit by blacklight. His origin story closely mirrors that portrayed in Doctor Strange: The Oath, all while updating elements for a modern audience. And aren't we glad there hasn't been a movie made until now, because CGI technology couldn't have done this film justice any sooner.

After the film comes the merchandising, such as this book here (Yay, she's finally talking about the book!). Step-by-step, we're taking through the different elements of the film world. From the initial origin story, through to elements of the Kamar-Taj, how to translate mystical arts to the big screen and *those* special effects. Through commentary from Scott Derrickson, Alexandra Byrne, Kevin Feige, and Benedict Cumberbatch himself, we're given direction and story behind the images on the page, how they've been translated to screen, and how they came to be.

Many 'The Art of' books don't hold much court for me, because there's not a great deal to tell. For me, they're even quite dull. But to create magic that works in the real world, and mysticism that doesn't slide into stereotypical racism, but is rather a mash of different ideas, is wonderful and it comes through fantastically through the use of concept art and stills from the film.

As stated from the outside, there is a printing error with my book. I'm missing the end of chapter five and beginning of chapter six, which really annoyed me, because coupled with the bizarre choice of white text on so many of the bright imagery, tells me that this may have been rushed to print after the huge success of the film - perhaps this is the one area that great care and concern have not been taken. It's disappointing, and takes away from the feel of the book, one that I was thoroughly engrossed in until that point.

I suggest that my rating will rise to five stars when I manage to get my hands on a new, accurate copy. But at \$60AUD a copy, that might be some time off.
