THE ART OF MONSTERS UNIVERSITY

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...



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The Art of Monsters University

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Reader's Opinions

This book was so, so good. I loved the sheer amount of detail! The sketches, concept arts, colour scripts and detailed height refrences of the monsters was amazing! There was just so, so much more than the first book. I wish The Art of MI...

Really 3.5 stars, because while it does give some great insights into the thought process that went into making the movie, the "art" elements is a bit weak. There aren't as many of the great process sketches and side elements displayed as I've come to expect from a Pixar art book. I also found that this is the only "Art Of" book that...