



The Lord of the Rings: The Art of The Two Towers

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Peter Jackson's *The Fellowship of the Ring* has become one of the most successful and visually stunning movies ever made. But that was only the beginning. For *The Two Towers*, the second part of the trilogy, the artists and designers knew that they would have to surpass even their own outstanding achievements. Within the pages of this authoritative and insightful book are the incredible results of their work.

The Art of The Two Towers illustrates the creative development of the film from sketches to special effects, and features more than 600 images, most appearing nowhere else. This official, fully authorized book includes pencil sketches by Alan Lee and John Howe, costume designs by Oscar-nominated Ngila Dickson and magnificent full-color paintings, sculptures and digital artwork from Oscar-winner Richard Taylor's Weta Workshop. All the spectacular landscapes, costumes, buildings, armor and creatures are covered in stunning detail, including concepts for characters and scenes which did not make it into the film.

Accompanying this wealth of imagery are detailed and informative commentaries by all of the features artists, designers and other key personnel, together with a special afterword by Andy Serkis, the actor who breathed life into Gollum. Their thoughts and explanations give a unique and fascinating insight into how *The Two Towers* was brought to life, and how J.R.R. Tolkien's spellbinding literary descriptions were transformed into unforgettable movie magic.

The Lord of the Rings: The Art of The Two Towers Details

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Sandra says

Fabulous fast read, though this is not a book to be read in the most literal sense. This book is filled with over 500 concept sketches for the Lord Of The Rings: The Two Towers. The only text are the short explanations by the artists, and the fore- and afterword.

But what a beautiful book this. I do so love concept designs and this book showed maquettes, colour studies, sketches, clothing designs.. pretty much everything. It was a good mix of digital and traditional art, and it was explained how the digital art was incorporated into the movie and you could also see the final product.

Everyone knows these Lord Of The Rings movies are exceptionally gorgeous, and so is the book. It suffices to say, if you love the special effects in the movie, you will love this book.

Annie says

This is why I started to read the books in the first place! I loved it! And I am also just happy I read through the 'two books' and am still excited to see where the Return of the King takes me!

Trevor Clark says

Its Good

Israel Calzadilla says

El Arte de Las Dos Torres ilustra el proceso de creación de la película desde los primeros esbozos hasta los efectos especiales y muestra más de seiscientas imágenes inéditas.

Este libro oficial reúne esbozos a lápiz de Alan Lee y John Howe, diseños de vestuario de Ngila Dickson, y magníficos cuadros a todo color, esculturas y arte digital de Weta Workshop, el taller del ganador del Oscar. Se detallan todos los paisajes, vestuario, edificios, armaduras y criaturas, incluidas ideas para personajes y escenas que finalmente se descartaron.

Además, se incluyen comentarios de todos los artistas, diseñadores y artesanos, y un epílogo de Andy Serkis, el actor que ha dado vida a Gollum. Sus explicaciones dan una visión única y fascinante de cómo se creó Las Dos Torres y de cómo las descripciones literarias de J.R.R. Tolkien se fueron transformando en la inolvidable magia del cine.

Alonso Esponda ramírez says

El mejor de los tres libros,,,

Aniketh says

its cool

Rose says

This second installment of the art of the Lord of the Rings trilogy is stuffed full of amazing paintings, sketches, maquettes, and digital artwork. My favorite parts were Fangorn Forest, Edoras, Rohan, Rivendell, Ithilien, and Helm's Deep, but this detailed book also covers Zirak-zigil, the Emyn Muil, the Dead Marshes, the Black Gates, Isengard, and the many stages of the creature Gollum. Another highly recommended read for any Tolkien nerd!

Kaeri says

Excellent book. The concept arts, the sets, the compositions... Reading this book is like seeing the secret behind the magic trick. Yet, instead of the magic losing its value, readers only end up being more amazed by it. Especially now that I have more knowledge and background in pre/prod and post-production, I get to appreciate this even more.

Wiktoria says

The best choice for Rohan fans, since three chapters are dedicated to the architecture and costumes of the Rohirrim.

Parka says

(More pictures at parkablogs.com)

The Art of The Two Towers is one of the three art books for The Lord of the Rings. The other two being The Art of The Fellowship of the Ring and The Art of the Return of the King. Also available in one condensed edition of these three art books is The Art of the Lord of the Rings.

The review you read here will be roughly the same as the ones for other books.

The three volume collects over 500 images each, consisting pencils sketches, paintings and sculptures. These are the art from conceptual to execution stage. The principal designers are Alan Lee, Paul Lasaine, John Howe, Grant Major, Richard Taylor (head of Weta Workshop) and Nigila Dickson among other talented artists. A full list of credits is provided.

The books focus on the set and environment designs of the various Middle-earth locations, including character and creature designs from the region. While there are also weapon designs, you should turn to *The Lord of the Rings Weapons and Warfare* for more comprehensive coverage.

The commentary and depth of the books are great. There are captions for every sketch and illustration provided, both from the artists and Gary Russell. These includes the various iterations from the discarded to the final designs used in the movies. The artists talk about the English and European influence on their sets and architecture, compositing photos and matte painting, techniques used to create the rich and seemingly authentic world, costume designs and other elements of the film.

The books provide a great insight into the amount of art and details required to produce a movie — three actually — of such massive scale. What you don't see in this book is talk on the production aspect, which is left to *The Making of the Movie Trilogy* and *The Lord of the Rings Official Movie Guide*.

The *Art of the Lord of the Rings* art book series is a great resource for fans as well as fantasy artists.

(Jen) The Artist Librarian says

A great look at the art they used to visualize "The Two Towers" movie before they started filming. I also liked seeing the costume concept sketches and the original concepts of characters and such --some of which looked WAY different from the final filmed version.

Susan says

The art works contained in this book and the series of them are absolutely STUNNING! There's a range of the work and not just restricted to what was finally in the films. It shows different artist's works and different styles and stages of the process. A great resource for anyone interested in how much work goes into designing films.

The biggest let down is it doesn't give very much information around the processes they go through or anything like that.

Alex Telander says

If you've already watched *The Two Towers*, you will not consider it surprising that the movie won the Oscar for best visual effects. But should you be in any doubt (which is unlikely), or rather, should you wish to view the evidence again, then *The Art of the Two Towers* is the book for you.

The second in the series after *The Art of the Fellowship of the Ring*, this book takes you as close to the

movie as possible, except for actually watching the movie in theaters or on DVD. Filled with beautiful glossy, colorful photographs, paintings, and sketches, one can see how ideas like the tower of Orthanc, the different Orcs, and enemy forces, as well as characters like Gollum initially came to life. There are many initial sketches and ideas of what they were thought to look like, and then a comparison with the final product that is featured in the movie.

It is a book that deserves to be on the shelf of any avid fan of the trilogy, as well as anyone who has an appreciation for art and color. The Art of the Two Towers is simply a great book to own.

Originally published on April 21st, 2003.

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Al says

I think that this book is one of the best books i have ever read because there are word i have never heard of and seen before and i love the adventure in it. This is also a book that some people will love and some will really not love and it has no inbetween liking you either love it or you dont but i thought it was great.

Andrew says

So after the Lord of the Rings: The fellowship of the Ring where do you go - well obviously on to the Two Towers. Now this book like its predecessor (and guess what its successor too) it is a wealth of images and insight in to the world of Middle Earth. However here it also shows something else. That rather than this film being one standalone instalment in the trilogy, it was in fact part of a huge project a labour of love where the entire world was being created, mapped and illustrated and these 3 books where part of a huge panoramic snap shot of that work.

Now normally if you read a book only to realise its actually the middle section cut out of a larger series you might feel cheated or at the very least demotivated to read on. No not in this case where you realise the even though you are reading more of the "the same" the material is so fascinating you cannot help but want to read more.

I think for me the most fascinating parts are those that never saw themselves in to film where you can see the creative processes of putting ideas and words in to actual visuals. I have never watched them but I remember when the collectors editions of the films were released. There was as much again of unused material as there was used and this book has that same feel, that you could make an entire extra film just by those scenes dropped - and of which this book stands testament to.
