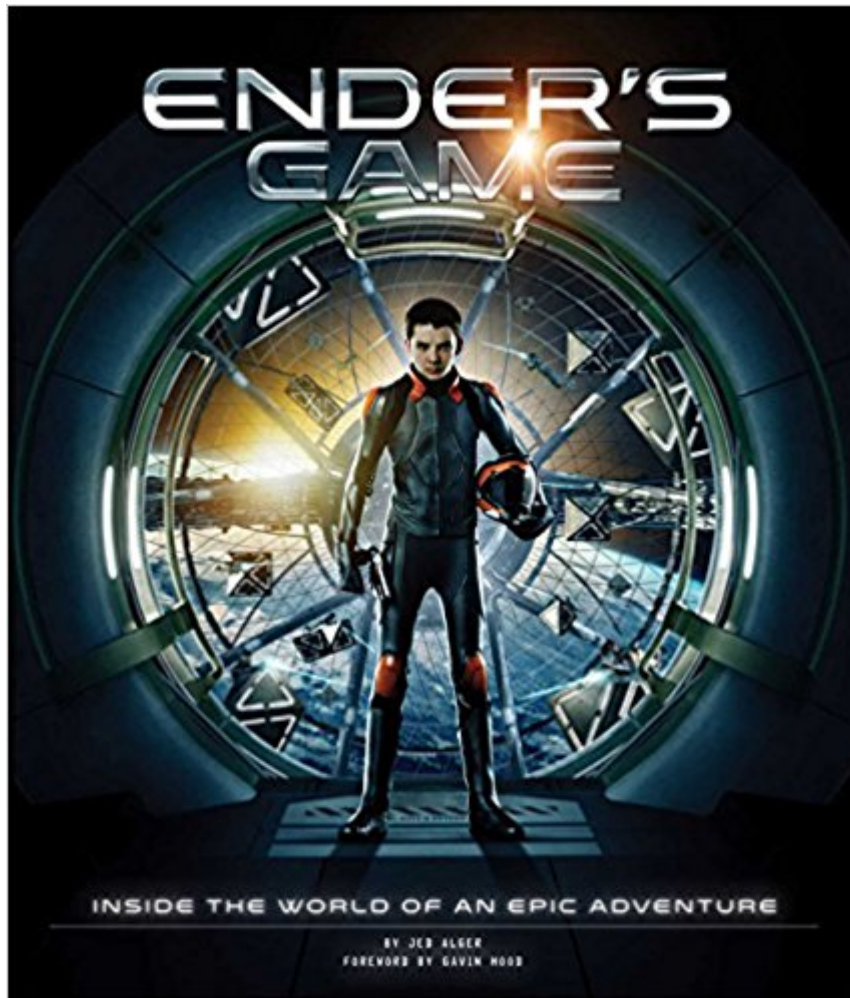




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Ender's Game: Inside The World Of An Epic Adventure



Synopsis

Based on the best-selling novel, *Ender's 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, Earth 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 insider's view of the making of *Ender's 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 Ender's brilliant older sister, Valentine.

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Customer Reviews

“Highly recommended not just for fans of *Ender's 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](#)

Jed Alger is the author of *The Art and Making of ParaNorman*. An advertising writer and creative director with more than twenty years of experience, he has worked on some of the biggest, most challenging brands in the world—Google, Twitter, IBM, Microsoft, Starbucks, Target, Electronic Arts, and Hewlett-Packard among them. Jed graduated from Dartmouth College with a degree in philosophy and received his MFA in creative writing from Columbia University. He lives in Portland, Oregon.

This is the making of movie companion for *Ender's Game* and it covers the movie production with plenty of photos, artworks and interviews with the crew. The text is actually focused on the filming process with reference to the story. You'll read about the chemistry between the actors, how they create the zero gravity scenes, analysis into the characters, and things that are different or similar to the book. All images are captioned with interesting stuff to read. There are lots of high resolution photos, mainly behind-the-scenes shots at the studio, and in front of the green screen, and a handful of fi. Many of the set design actually reminds me of *Star Trek*. In all seriousness, I won't be able to differentiate the space station interior here from those featured in *Star Trek*. There are more photos than artworks though, but the the concept art that are included are quite nice, especially those that are more towards sci-fi, e.g. space stations, futuristic landscapes. However, the space station interiors I felt were a bit too clean and sterile, as if everything is brand new and just unwrapped from bubble wrap. It's a huge contrast from the photos of *Ender's* home where things are just thrown around. While there are many photos, the people look kind of static because they usually are not in any action poses - people are usually in upright standing poses - and can get uninspiring and dull. Also included in the book are some stickers for the teams, so called Armies, the ID card for Ender Wiggin, and two slightly smaller than A3 sized propaganda posters. So overall, the book could have been improved with better selection of photos, unless it really is a movie of people standing around. I've not watched the movie yet. 3.5 out of 5 stars. (There are more pictures of the book on my blog. Just visit my [profile](#) for the link.)

Great coffeetable 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 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.)

"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.

Thanks!

Visually, this book is well put together: the right amount of text, divided up correctly, accompanies each set of pictures. It's easy to read through either quickly or page by page. Although Alger does address the actors, he focuses more on the crew. Being hardcover, this book is sturdier than most movie companions, but of about average length. The book is full of information on everyone's interpretations of the story, why sets and props and costumes were designed the way they were, and how mechanics and visual effects were used in the movie. Along with the movie stills and a few behind-the-scenes pictures, there is quite a bit of concept art from various crew members. The imagery helps to relieve what it feels like to watch the movie, while the text explains the thought behind every decision, technical or thematic. For someone already familiar with the movie it is based on, it is slightly heavy on describing the plot; however, this book is still well worth having for a fan of Ender's Game.

Great "The Making of" book! It got a lot of pictures from production and in-detail explanation along side. Also, interesting interviews of all major characters from the movie. Anyone who loves Ender's Game should not miss it.

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