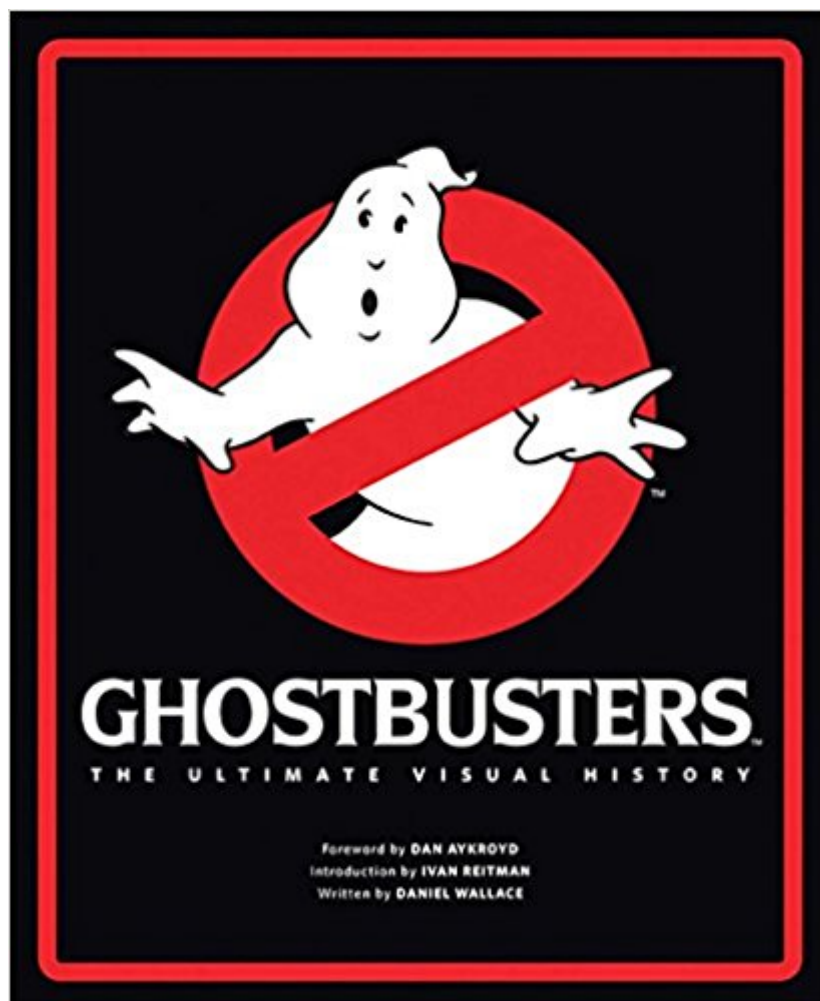# Ghostbusters: The Ultimate Visual History

Synopsis

WHO YOU GONNA CALL? The Ghostbusters saga has been thrilling fans around the world for over three decades, from the original movies to the animated shows, comics, video games, toys, and other collectibles. For the first time, Ghostbusters: The Ultimate Visual History takes a comprehensive look at the entire franchise, telling the complete story behind the creation of a true pop culture phenomenon. Beginning with an in-depth look at the original film, Ghostbusters: The Ultimate Visual History delves into the archives to showcase a wealth of never-before-seen concept art and photography that will take fans into the production of a true classic. Also featuring a large section on Ghostbusters II, the book brings together exclusive interviews with the key players from both films, including director Ivan Reitman; stars Dan Aykroyd, Ernie Hudson, and Sigourney Weaver; and producers Michael C. Gross and Joe Medjuck. The book also explores the creation of The Real Ghostbusters and Extreme Ghostbusters animated shows, featuring interviews with the writers, animators, and voice artists, plus previously unseen sketches, animation cels, and other stunning visuals. With additional sections on Ghostbusters comics, video games, merchandise, and fandom, Ghostbusters: The Ultimate Visual History is the last word on one of the most popular franchises of all time. ALSO INCLUDES INCREDIBLE SPECIAL ITEMS THAT WILL THRILL GHOSTBUSTERS FANS, INCLUDING: -Peter Venkmanâ ™s business card -Sedgewick Hotel storyboard booklet -Rare concept art sketches of ghostbusting gadgets -Stay Puft Marshmallow Man package sticker -Production notes -A schematic of the Gozer temple miniature Ghostbusters TM & Â© 2015 Columbia Pictures Industries, Inc. All rights reserved.

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Customer Reviews

Although I can't remember when was the first time I watched Ghostbusters as I was only three when the film came out. I must have caught one of those reruns. But I still remember that I was so fascinated by the film, the visuals and concept. I was also hooked on playing the Ghostbusters games when it came out on the SEGA system. The idea of ghosts running around and there are actually people who would go around catching these ghosts just seems wildly imaginative for me.Going through this book brings back the sense of wonder and good memories of the first time I watched the films.This 224-page hardcover is published by Insight Editions. The publisher has designed the book like a scrapbook with several removable items, such as the Ghostbuster name card, a questionnaire for those who watch the preview, booklet of storyboards, schematics of props, a transparent sheet with labels overlayed onto the slime blower tank prop, and other notes.The removable items are a nice touch but they could have just been printed on the actual pages. They are sticked onto the pages and to read the content beneath you have to remove or push them away. Nice but not really necessary.The book's divided into three parts, the first two parts cover the two films and the last part looks at the expanded universe.There's a wealth of content in the form of lots of wonderful set photography, artworks and a detailed writeup into the making of the two films. It's a very satisfying read, especially when it comes to understanding how they actually create the ghosts, props and visual effects to make everything look believable. My favourite bits are for Slimer and Stay Puff marshmallow man who are my favourite characters. LOL.

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