MAY



JUNE

2002

BEHIND THE SCENES of STAR WARS™ ATTACK OF THE CLONES™

> AWESOME STAR WARSTM TIMELINE



SNEAK PREVIEW: GALIDOR™ Action Figures!

PLUS: Building Tips Cool Creations and more!



C 2002 Lucasfilm Ltd. & TM. All rights reserved. Used under authorization. Spider-Man, the character, TM (or 8) & C 2002 Marvel Characters, Inc. Spider-Man, the movie, C 2002 Columbia Pictures Industries, Inc. All Rights Reserved.



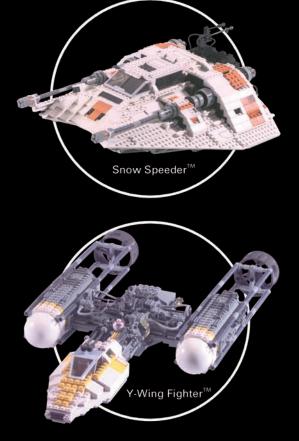
LEGO Model Designers above:

Jens Kronvold Frederiksen and Søren Gehlert Dyrhøj left: Lauge Drews not pictured: Tommy Langfeldt Mikkelsen

Jens heads this group of master builders who create the LEGO *Star Wars™* models

LEGO *Star Wars*™ Super Modelers

These super-sized models of the Snowspeeder' and the Y-Wing' were built by LEGO model designers in Billund, Denmark! Larger models like these are a great starting point for the designers, as they create the Star Wars' sets that will be built by other master builders – like you!



Behind the scenes

THE STARS OF STAR WARS™ ARE BEHIND THE CAMERA!



This article was excerpted from the book The Stars of *Star Wars™* by Scott Chernoff, and is reprinted courtesy of LucasBooks and Random House Children's Books. © 2002 Lucasfilm Ltd. & ® or TM where indicated. All rights reserved. Used under authorization.

You may have noticed a few special effects in the *Star Wars™* movies. Actually, you'd probably be amazed at how many visual effects you've missed. In *Star Wars*: Episode II—*Attack of the Clones™*, almost every shot in the movie is touched in some way by the artists at Industrial Light & Magic (ILM), George Lucas's special effects company.

Attack of the Clones[™] has roughly 2,200 effects shots, an increase of more than 500 since *Episode l[™]*! There is so much work that it is divided into a number of different units, under the leadership of four visual effects supervisors, and another team dedicated solely to animating the 80 or so computer-generated characters that populate the story.

According to animation director Rob Coleman, the most difficult "cg" character performance to get right was that of Yoda™, the wise old Jedi[™] Master. In the original Star Wars trilogy, Yoda had been performed as a puppet on the set by Frank Oz. For Episode II™, however, Yoda will be "cg" character from credits to curtain, and it's up to Rob and his team to create a performance that lives up to his past appearances.







7194 Ultimate Collectors Series Yoda™

Some of the most breathtaking moments in Star Wars: Episode II Attack of the Clones[™] are the thrilling lightsaber duels set against the special effects backgrounds. Stunt coordinator and sword master Nick Gillard is the man responsible for every move made in every duel from Phantom Menace[™] and Attack of the Clones[™]—which tends to keep him busy.

Nick says he had "a hundred times more" work on Episode II[™] than he did on Phantom Menace[™]. "We had a big chase sequence with speeders, and that was tricky," he says. "That was quite a long chase, and they're falling off ships and jumping through windows, so that was complicated, keeping them [the actors] safe."

> #7133 Bounty Hunter Pursuit

> > 7







For more Star Wars: Attack of the Clones™ behind the scenes adventures and other stories, check out these and other books from Random House available wherever books are sold! #7133 Bounty Hunter Pursuit

