

Awaiting release in the US, two days prior, the art of Marvel's much-anticipated Thor film will be released, unveiling exclusive production artwork, behind-the-scenes photography, and more in 224 fully illustrated pages. Ryan Meinerding, the initial conceptual artist of the book & Visual Development Supervisor of the film, recently chatted in detail with Marvel.com. Also with a preview of concept art from the book, check out the interview below. All right. What did you work on with "Thor"? For "Thor," I worked on designing the costumes. [I] worked on Thor [but] didn't end up doing the final design, worked on Odin, did helmet designs, and Odin's final design. [I did] rough passes on all the characters, and then did quite a few key frames, [trying] to help elucidate the more important sequences. You mentioned the costumes earlier, and when you were working on those early passes, were there any specific visual touchstones you were using

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