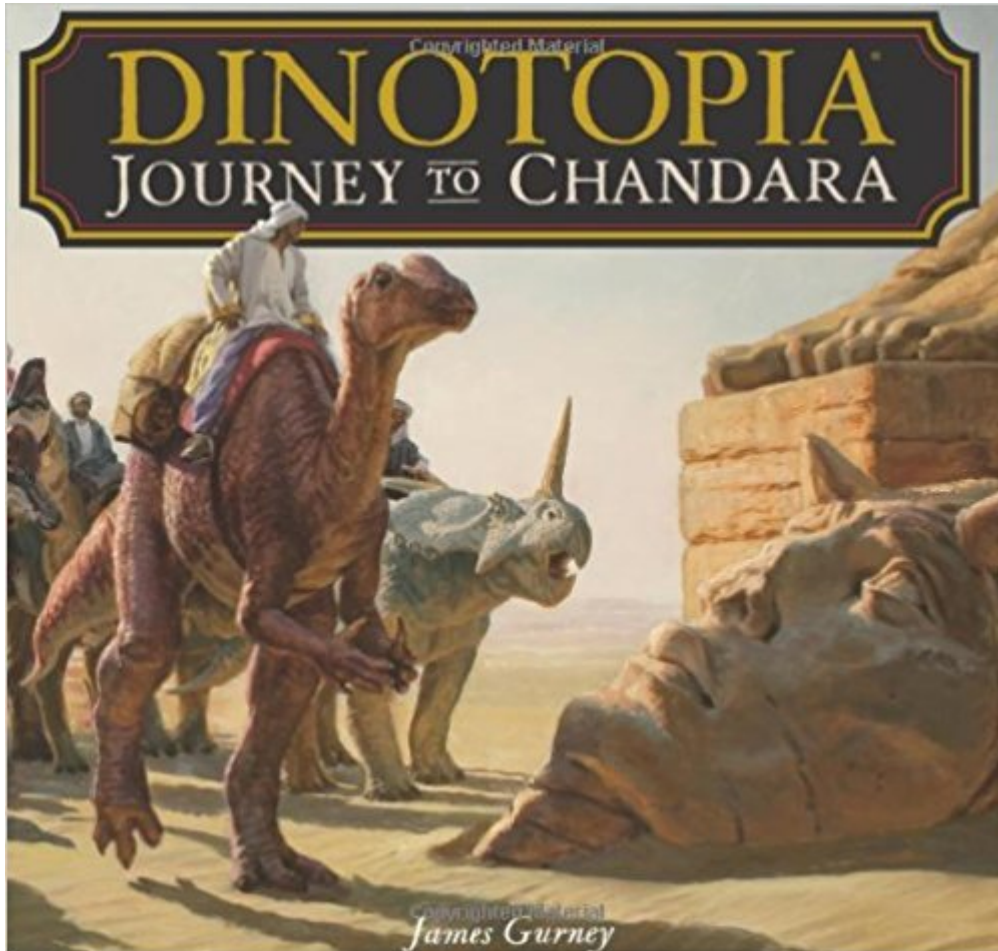




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Dinotopia: Journey To Chandara



Synopsis

Critics have gushed over Gurney's phantasmagorical creation, likening him to such venerated literary fantasists as Jules Verne, Wells, and J. R. R. Tolkien." -People magazine

The fourth book in James Gurney's best-selling Dinotopia series transports readers to an enthralling world of art, science, exploration, and invention, where humans and dinosaurs live peacefully together.

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In the spirit of Marco Polo and Gulliver's Travels, *Dinotopia: Journey to Chandara* recounts the journal entries and adventures of explorer Arthur Denison and dinosaur Bix as they explore the exotic eastern realm of James Gurney's Dinotopia.* A visual masterpiece featuring more than 100 works of breathtaking new art, *Dinotopia: Journey to Chandara* joins the original *Dinotopia: A Land Apart from Time* and Gurney's two other series creations, *Dinotopia: The World Beneath* and *Dinotopia: First Flight*, in exploring a fully rendered world, complete with its own language, geographic locations and history, and confluence of cultures and characters.* The original *Dinotopia: A Land Apart from Time* achieved New York Times best-seller status, translated in 18 languages in more than 30 countries and inspiring an Emmy Award-winning television miniseries.* Gurney is the recipient of seven Chesley Awards from the Association of Fantasy Artists, two Hugo Awards from the World Science Fiction Convention, and Best of Show from the Art Director's Club.

Book Information

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Customer Reviews

"A stunning achievement. I am ready to relocate to Dinotopia — especially if they are hiring paleontologists at their museum." -- M.K. Brett-Surman Ph.D., National Museum of Natural History

"Gurney draws the reader/looker/adventurer ever further into a surfeit of imaginative mysteries illuminating the sumptuous crypto-realm of Dinotopia: here is a treasure to be read and reread over a lifetime." -- John Stilgoe, Harvard University

"Gurney's meticulous draftsmanship and delicate sense of color combine to create a powerful vision of a full and complete world." -- John A. Parks, American Artist

"I thought the first two books in the Dinotopia series could not be topped, but I was proved wrong. Dinotopia: Journey to Chandara takes the adventure to a whole new level and new dimensions. The technique of light and detail is so stunning that I would find myself going back to look at the paintings again and again to see if I had missed something, and invariably I had. The human faces and costumes are wonderfully observed, and the animals, well, they are just so real. I expected them to move." -- Ray Harryhausen

"Jim Gurney's latest in a series of stunning masterworks, Journey to Chandara, is a visual feast of magnificent imaginative pictures. He has created another seamless weave of flawless drawing and gorgeous painterly color. Displaying late 19th Century art disciplines combined with a sensually elevated sense of wonder, Jim's work continues to move upward from plateau to artistic plateau. Lucky us — we are all the beneficiaries of his hard and inspiring work!" —William Stout -- —William Stout

"With lush settings reminiscent of Sir Lawrence Alma-Tadema, colorful characters cast from Norman Rockwell, and vivacious dinosaurs conjured from the spirit of Charles Knight, Dinotopia: Journey to Chandara is a window into this modern master's mind. Children and adults alike will enjoy exploring this rich world of Jurassic proportions." —Tony DiTerlizzi, Arthur Spiderwick's Field Guide -- —Tony DiTerlizzi, Arthur Spiderwick's Field Guide

â fJames Gurney's unique blending of fact and fantasy has won Hugo, Chesley, Spectrum, and World Fantasy Awards. His work has been featured in one-man exhibitions at the Smithsonian Institution, the Norman Rockwell Museum, the Delaware Art Museum, and the U.S. embassies in Switzerland and Yemen. He lives with his wife, Jeanette, in the Hudson Valley of New York State.

I've been a fan of Gurney's art, of the written and painted kind, for years. My aunt had given me the first two books in the series way back when I was a wee lad, when I still wanted to become a

paleontologist (before I discovered rocks bore me). (My personal favorite is *The World Beneath*.) I grew excited when I heard this next installment was being released, but never got around to owning a copy. Fast forward some years now, and, although I do not in any way regret getting myself a copy, I feel that this may not be Gurney's strongest issue. The artwork itself is as lively and beautiful as ever. I felt bad if I paid too much attention to the text and flipped a page without really taking closer looks at his paintings; he truly does craft some great artwork. The gripe I have, then, is with the story. I feel that at times it became boring, as if I was grudgingly being dragged by Arthur and Bix to Chandara. I would even forget what the purpose was in going, and why this Hugo Khan was so mysterious. The action scenes don't feel as exhilarating, and I think Gurney mustered up some filling-in to make the journey longer. Perhaps Gurney gave himself a weak plot to begin with, but, having already sketched and painted a lot of the scenes, decided to stay with it and fill the journey with some feeble twists and turns. Nevertheless, I still admire and respect Gurney and his craftsmanship, and recommend this book to any fan of the series, or else anyone with an imagination and fascination with dinosaurs (which should hopefully be everyone). Here's hopin' he continues Denison's travels!

As a long-time fan of the *Dinotopia* franchise, I really wish I could give *Journey to Chandara* a perfect rating. The first book, *A Land Apart From Time*, is a nice departure from a traditional children's book with a journal-style hybrid of classic Victorian adventure novels (Jules Verne's *Journey to the Center of the Earth*, Doyle's *The Lost World*, etc.) and scientific periodicals like *National Geographic*, enhanced by Mr. Gurney's detailed artwork. The sequel, *The World Beneath*, forgoes the first-person narration of its predecessor with third person storytelling; the adventure is every bit as exciting and charming as the original. Much like *ALAFT*, JTC's art and prose fleshes out many aspects of *Dinotopia*'s diverse culture and environments; from panoramic vistas to cozy domestic dwellings to primeval jungles to the very clothing and paraphernalia worn by the island's human and saurian inhabitants - this book is truly a visual delight. Unfortunately, while the journal-style writing is kinda interesting, it's barely entertaining. The story is basically the equivalent of sitting through a slideshow of your aunt and uncle's summer vacation - it's informative, but drones on and on ad nauseum. Halfway through the book, my attention slipped from the dull story and turned to studying the gorgeous artworks in all their wondrous detail - an area where Mr. Gurney never fails to deliver. An adventure plot working in tandem with the travel/scientific journal approach (much like *TWB*) would have created a solid, more interesting read. Instead, while the story plays up the premise of exploring a new region of *Dinotopia* with the promise of delivering a mysterious

adventure akin to Marco Polo's exploration of the Far East, it does little to portray these new lands as being more spectacular than what we've seen previously. Arthur and Bix return as the main characters, but they have changed very little from their last adventure. Same personalities, same viewpoints, same reactions, little to no character development. Even Lee Crabb is a shadow of his TWB portrayal - while his greedy actions do create a bit of trouble for our protagonists, it's really just an inconvenience rather than the dire threat he previously posed for the entire island. Orianna, considering the connections TWB established between her relation to Chandara's ancient royal family, plays a curiously minor role this time around - didn't she join the TWB expedition to discover more about her mysterious past? Arthur's son, Will, contributes far too little in JTC, in antithesis to the achievements he's made in Mr. Gurney's first two books and Alan Dean Foster's novels (*Dinotopia Lost* and *The Hand of Dinotopia*). Unfortunately, the failure of Mr. Gurney's third book, *First Flight*, may have contributed to JTC lackluster narrative. FF's plot is thin, lacking the depth of even the digest novels (*Windchaser*, *Hatchling*, et al). Though the dialogues in *ALAFT* and *TWB* are simple, they drive the story forward while managing to hold the reader through to the end. This makes the previous stories approachable by readers of all ages while FF's simple "See Spot. See Spot run" narrative can only be enjoyed by the youngest of readers. As a result (and this is speculation on my part) Mr. Gurney probably hoped to recapture the magic of *ALAFT* by simply returning to the journal-style, but this really only delivers a ho-hum "more of the same" feel rather than propelling the franchise forward with something bold and new. *Dinotopia: Journey to Chandara* is visually a splendid book art and dinosaur lovers will enjoy for the highly detailed artwork, but it's a lackluster endeavor storywise. My advice: skip the text and admire the imagery. You'll probably get just about as much out of the story by not reading it.

I have loved *Dinotopia* since the beginning and even though I'm many years late to reading this story it took me right back to my childhood. All of the *Dinotopia* books, including this one, are something I would consider passing down to my children. The artwork is the best part of it all as almost every page is filled with colorful images that truly look as if they were painted from life instead of the imagination. This makes the possibility of the existence of *Dinotopia* seem as if it could be a real place and that is exactly what you expect to feel when reading fantasy. The art didn't disappoint in this and the format the book was made in was great (there's a huge map of Chandara inside the dust jacket btw). The story was a little less than I expected as it focused solely on Arthur Denison and Bix, with a small role by Crabb, Will, and Silvia. I liked learning about Will's adventures in the past books but unfortunately this book pretty much leaves him out. I never felt like there was

much of a climax in this story either but it was intriguing none-the-less. I will re-read this many times as I did the first few in the series and I will very much pass it down as it's a great story for children. Adults will love this too if they have an imagination drawn to exotic lands filled with truly amazing beasts.

I've been a fan of Gurney's Dinotopia books since the first one was released, and they are now favorites of my young kids as well. Journey to Chandara is a worthy successor to the original and The World Beneath. As always, Gurney's art is beautifully rendered, and the story stands with the first two books, and far ahead of the now out-of-print First Flight, which is much more of a children's book than any of the others.

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