

Chapter 1 : An Interview With Gravity Falls Creator Alex Hirsch | The Mary Sue

Alex Hirsch is a writer, animator, voice actor, and director. He is best known for creating Gravity Falls on Disney XD. He was raised in Piedmont, California, and received a BFA in Character Animation from The California Institute of the Arts.

It was later discovered by Dipper Pines. It is the third and final installment in a series of books preceded by Journal 1 and Journal 2. It contains an encyclopedic collection of information on the variety of paranormal and supernatural creatures living in Gravity Falls, Oregon. Contents History The strange machine in the metal tree. Fearful he was being watched by malevolent forces, Ford hid his three journals in separate and elaborate locations around Gravity Falls, hoping to keep the knowledge needed to activate the Interdimensional Portal away from evil forces. Designing a security mechanism hidden above his bunker, Ford kept Journal 3 hidden for years until his disappearance through the Interdimensional Portal. Season 1 Dipper uncovers the compartment containing Journal 3. During his investigation, he discovers that Norman is actually a disguise fabricated by a group of gnomes, to which the journal has no knowledge of defeating. Journal 3 returns in "Irrational Treasure," the twins read about the town law stating it is legal to marry woodpeckers, and later, after Pacifica Northwest teases Mabel, read about and investigate the possibility of Nathaniel Northwest, alleged town founder and great-great grandfather of Pacifica, being a fraud. Dipper reads about height-altering crystals in "Little Dipper," wishing to use them to make himself taller, and checks on its position in his vest pocket as Gideon Gleeful interrogates him about how he came upon the crystals. Later, Dipper uses the journal to help him catch a Gremloblin in "Boss Mabel. After a fight, the robot explodes, and Dipper relocates Journal 3 in the rubble. In reality, Stan hides the journal within his laboratory alongside Journal 1 and Journal 2, having collected all three. Now in possession of the knowledge he requires, Stan activates the Universe portal, hidden deep within the catacombs of the Mystery Shack. Despite their disbelief, a curse from the journal is accidentally invoked, and a horde of zombies is raised that crash the Mystery Shack is Back party. During the attack, the Pines learn that some of the journal has been written in invisible ink revealed by blacklight, allowing them to learn the weakness of zombies. In "Into the Bunker," Dipper uses his black light to uncover the location of the Bunker in Journal 3. In "Sock Opera," Mabel uses the Journal as a prop for her sock puppet show. In "Little Gift Shop of Horrors," Dipper uses his black light to learn of the Percepshrooms and their intelligence-enhancing properties. Learning that the Ghost of Northwest Manor is a category 10, he checks the entry, using the black light to uncover the best way to deal with them. The entry tells him to "pray for mercy. In "Dipper and Mabel vs. In "Weirdmageddon 2: Escape From Reality," after Bill mentions bringing Ford out of retirement, his eye shows various images from the pages in Journal 3. After the Series The journals were recovered by Soos, apparently unharmed after Weirdmageddon had ended. After finding them, Soos brought the journals to Dipper. After Dipper kept the Journals to himself for a few days, he revealed them to Ford. The family decided to throw them into the Bottomless Pit [1] to rid themselves of the trouble caused by them, and because things thrown into the pit could end up anywhere. But since discovering the journal, the troopers have had headaches and disturbing nightmares. The following information is derived from the show and not the real world book. So some differences will occur, though both are considered canonical. Introductory pages Left page: In all my travels, never have I observed so many curious things! Gravity Falls is indeed a geographical oddity. For you see, this is all gibberish. Pure nonsense, if you wish. In fact, none of my sample writing is of any significance. It is indeed a long lost stunt. Please enjoy the irrelevant and incomprehensible rambling seen 13 1 6 12 89 10 11 Barf Fairy While looking for ideas to defeat Gideon in the journal, Dipper mentions a page describing a "barf fairy.

Chapter 2 : Gravity Falls: Journal 3 by Alex Hirsch

Alex Hirsch is a writer, animator, voice actor, and blog.quintoapp.com is best known for creating Gravity Falls on Disney XD. He was raised in Piedmont, California, and received a BFA in Character Animation from The California Institute of the Arts.

The results are here before you. Has the time working on other projects given you a different perspective on the series? Has being involved with things like Journal 3 and other licensed products the games, the Choose Your Own Adventure Novel on a slightly more detached level been a challenge? I did conventions in New York, Russia, Rio. Sort of like Grunkle Stan on his worldwide boat tour with Ford, I needed some time away from the shack. Was the Journal done in stages? Definitely stagesâ€”the very first thing I asked when they brought up the possibility of doing a journal was whether we could include the black light messages, but we were told that it would be way too expensive and to just try to forget about it. Then when the book came out and was topping the NYT bestseller list, Disney Publishing agreed to release a special edition for the superfans and give me my dream of black lights. The challenge then was to try to fit the new messages over the old pages as though they always belonged. But these are fun challenges. On that subject, Disney never seemed particularly keen on releasing much GF merch. Has the success of Journal 3 re-opened the conversation on things like the BluRay set? Luckily the enduring popularity of the show has resulted in a few departments within the company sticking their neck out and trying cool experiments like journal 3. Everyone was surprised by the success of the journal except the fans. Their appetite for more continues to impress even this long after the end of the show. Were you involved in getting The Mystery of Gravity Falls TheMysteryofGF permission to do what is according to them small batches of sanctioned merch like the stone Bill figure and Grunkle Stan bobbleheads? That guy is like my guardian angel. I hope he runs the company one day. I reached out to TheMysteryofGF to check on this. Turns out I was slightly incorrect in my question. How did you approach fan interaction during the series? The codes are obviously built into the show from the get-go, but did you think it would catch on like it did? Did the response require you to adjust planned fan engagement on the fly? Keep in mind- my first job was on Flapjack back in ish. Back then, you would release a cartoon into the ether, and it would basically disappear into a black void after airing. That was the entirety of online feedback between cartoons and creators at the time. And even those paltry scraps of feedback were still huge compared to fandoms when I was growing up. There was nobody in willing to die to make sure that their ship of Tommy Pickles and Reptar came to fruition. I had to evolve along with all this in real time as it happened. Probably the best formats for answering questions were Reddit AMAsâ€”I enjoyed doing two of thoseâ€”and interviews. Twitter has an ephemeral conversational glibness built into its core, but it ironically also has this incentive to cast every word said in bronze and isolate it from its context. Even if I tried to leave everything up, it disappears into the feed anyway. And overwhelmingly it has been positive. The Cipher Hunt had to be an enormous undertaking to put together. Did you split up duties as far as where to put what? Who made the statue? Ian did most of the intellectual legwork in terms of figuring out which clues would lead to where, and I wrote all the actual codes. We took a road trip up to Oregon together to hide some of the final clues and had a lot of fun. I hid the clue in Russia personally, which was a little terrifying. I knew if I got caught trying to hide a tiny magnetic capsule with a code scroll rolled up into it, Putin might not take to kindly to the optics of that. But Bill Cipher was smiling down on me that day and it went without a hitch. Shifting a bit to the series itself: Were there other things you wanted to explore in general, given more time? The truth is, no matter how many grand plans you have in your head, no matter what tentpole plot points or ideas you imagine, everything changes when you actually sit down to write. You discover what the show is as you make it through collaboration, trial and error, and what feels right. Bill probably creates the apocalypse. Fun stuff happens in the meantime. You learn as you go. Casting also hugely affects a character. You have an idea of what a character is like in the writing room, but then when the actor comes in, everything can change. We cast JK Simmons as Ford late in the process. He was instantly perfect, but changed how we thought about the character. Regarding things I would love to explore if I could go back in time, I would definitely add a full

episode about Wendy if I had the chance. We always wanted to give her more, but we never quite cracked a story that worked for us. But I do think she deserved more! I deliberately tried to give her more of a role in Mabelcorn and Weirddageddon Part 1 to make up for the lack of Wendy elsewhere. Linda Cardellini was amazing to work with. She gave the character such a grounded performance. Really was exciting to watch her work. So naturally I left it in. I said that if we did that we were basically just being held hostage by bigots and screw that, lets rise above this crap and just pull the trigger. The worst thing that can happen is that we get some letters. But I kept going back to them. We probably had 6 or so conversations about it. I wanted to win, and I wanted to set a precedent, and I argued that little things like this could mean the world to people and that anyone who was pissed off deserved to be pissed off. I think the censors were finally less scared of complaining parents than they were of having to deal with how annoying I am again. Since then, times have thankfully changed. I would love to see a new Disney animated show have the guts to show a proper same-sex kiss on air. One of these networks is going to do itâ€”I encourage Disney to keep growing and be the first. We now enter the portion where I completely gave into my fannish id for a second. Two things, purely to satisfy my curiosity as a fan: A did Pacifica stay with her parents post-series? It seemed like a seriously bad situation, guardianship wise. I never imagined them as being abusive, just very controllingâ€”living vicariously through their daughter, treating her like a prize more than a person. I grew up in a town with some rich families and it was something I witnessed more than onceâ€”parents trying to make their kids extensions of their own reputation. I think learning the value of a dollar and having to interact with the town riff-raff would be good for her. What Bill might have done, like all things that happen off camera, that question has no true canon answer. But if I had to speculate, in my gut I think Bill would have incinerated Ford on the spot the moment he got the formula to shut down the barrier. He sees people as toys and when he gets bored of playing with them tosses them aside. I think at that point he was done playing. I see him as a serial manipulator. But people are free to imagine any headcanon they like! Is that something you might come back to, or just a mystery for the fans to chew on? It gives the fans something to theorize on, and it gives me a window back into that world if I ever choose to return to it. Or would it just depend at the time? All depends on my scheduleâ€”and the creative urge. Comics are definitely a possibility. And maybe a special one day. Is there anything you can say about your other project the one you publicly announced for Fox, or anything else , or is it too soon? Do you have any advice for them? But every creative act is inherently risky. The key is to create an environment where risk is encouraged, and failures have as small a cost as possible. I believe failure is the first step to success. The key is to fail as quickly as possible and try again. To treat failure not as a terrifying ending but rather as an opportunity to learn something. Thanks so much for giving me your time! Thanks for writing about animation and caring enough about our cartoons to give them your thought and analysis. I think thoughtful critiques and commentary are invaluable for creators. We all benefit from honest feedback.

Chapter 3 : Q&A: Alex Hirsch and Rob Renzetti on 'Gravity Falls' Fandom | Mental Floss

Journal 3 brims with every page ever seen on the Gravity Falls show plus all-new pages with monsters and secrets, notes from Dipper and Mabel, and the Author's full story. A page full-color jacketed hardcover version of Journal 3â€”plus, the book jacket doubles as an exclusive poster. Spyder.

Disney Press Alex Hirsch shocked his legions of fans when he announced that his incredible Disney XD show Gravity Falls would be coming to an end this past February, after a run of just two seasons. Then, just like that, Gravity Falls was over. But true fandom never dies, especially not one as rabid as the one Hirsch has cultivated over the past few years. The series left some mysteries unsolved, some secrets untold, some weirdness in the shadows. If Journal 3 available at Amazon now were just full of the illustrations of paranormal creatures Dipper encounters in the series, accompanied by the instructions he uses to defeat them, this novel would be little more than a novelty. Among the notable cameos: The end result is a book as fascinating as it is touching, a worthy addendum to an extraordinary universe. Paste caught up with Gravity Falls creator Alex Hirsch to talk about Journal 3, celebrity fans of the show and more. When you look back on the show from this distance, how do you feel about it? Gravity Falls was a labor of love, but like all labor it could be painful at times. This metaphor is kinda breaking down here. When did the idea to create a physical manifestation of Journal 3 come to you? Were there any difficulties jumping back into the world of Gravity Falls after some time away? Now, if only the DVD department would take notice! I thought about nothing but the Pines Family for four years, so my brain is packed with stories, ideas, jokes that never made it into the series for one reason or another. This journal was a great way to introduce some of those lost ideas, and to create a parting gift to our fans. That being said, I wanted the journal to feel like the one Dipper has in the show. So I tried to spread the creatures out evenly enough that you had a high chance of running into one, even while in the middle of backstory. Did any of the characters or storylines grow in unexpected ways? And if so, was that strange, given that the series is over? In my mind these characters have lives that extend way beyond the strict minute time limit placed on them in the TV episodes. This is a little glimpse beyond that border. What were the biggest mysteries you felt you needed to address with this book? I wanted to give a little insight into how someone as smart as Ford could do something as monumentally stupid as joining forces with a demon like Bill. That was something we always wanted to show in the series, but could never find a way to fit into our main storyline. Stine on the back jacket cover. Talk to me about that. A weird show attracts weird fans! Im still in shock they said yes! For two masters of horror, they are ridiculously nice. What strange new Journal 3 creations make you the proudest? Anything you wish you could go back and add? The only thing I wish I could add are black light messages, like in the series. How have you done it? I try not to listen so much to any particular fan, but rather to the general aggregate of feelings, and even then, only if I agree. When fans seemed to unanimously indicate that they were bored with Dipper pining over Wendy after Season One, I ended that story and ramped up the mystery Season Two. I think the key as a creator is to just trust your own intuition, and follow your passion and trust that if you make something you love, an audience who loves it will find it. Can you tell us anything about it? But I know Gravity Fans fans like secrets. Regardless, you have to know fans will be craving a Gravity Falls spin-off after this. Would you mind ranking these ideas in order of likelihood of ever being made? Believe it or not, Gravity Falls as we know it really is done. Seriously though, I love the world of Gravity Falls, but I need to move on to other things for now. Although I have been considering Gravity Falls comics.

Chapter 4 : Journal 3 | Gravity Falls Wiki | FANDOM powered by Wikia

Paste caught up with Gravity Falls creator Alex Hirsch to talk about Journal 3, celebrity fans of the show and more.

And those same fans made Journal 3, a real-life manifestation of a key book in the series, a New York Times bestseller in a matter of days. We talked to Hirsch and Rob Renzetti, co-authors of Journal 3, about the book, the show, the scavenger hunt—and where they get all of their fabulously weird ideas. Can you give a hint to something no one appears to have discovered? The internet never ceases to impress me. For all the talk about how the upcoming generation has a short attention span, the moment you give these kids a riddle they drop everything and suddenly work together in perfect harmony like a military-level SWAT team to crack the code. There are connections in there that even the savviest fans still have yet to notice. How much of that existed as character development during the series, and how much backstory did you create just for the Journal? Alex could probably give you a more encyclopedic answer to this question. Other smaller things were definitely invented for the book. The chin hair bit was something I came up with as a throwaway joke that I thought said a lot about Soos. Of course we still improvise and invent new things along the way. Courtesy Disney Publishing One of the fun things about the Journal is that we get to dive deeper into some of the episodes. For example, Ford chronicles a few of the other dimensions he experienced while he was in the portal. In particular, the "M" dimension stood out to me as something that must have a story behind it. While writing season two, we wanted to send our characters through the portal into the multiverse but never found a way to quite make it work with our storyline. There were tons of drawings and jokes we came up with during our brainstorming—including the annoyingly pointless M dimension. We loved the idea of someone as scientific and rational as Ford having to fight his way out of what was essentially a Sesame Street segment teaching you about the letter M. It would drive him insane. The M Dimension came out of an unused story where Mabel went through the Portal and the Pines needed to go search for her. We were brainstorming ideas for alternate dimensions and the M Dimension was the most delightfully silly thing we could imagine. Was there anything you really had to fight for? Did you lose any of those battles? The target is a target. Was anything vetoed from the Journal? Disney Publishing is particularly awesome that way. Disney Publishing has been incredible. They understood the tone of the show, believed in my vision, and more importantly, trusted the intelligence of our audience. Working with them has been a dream come true. I wish the gatekeepers in kids TV were as savvy and in tune with the audience as those in Publishing. Where did you get the idea? I spent 90 percent of my childhood playing SNES and N64, and my favorite games were the ones packed with secrets. I remember spending one summer being utterly obsessed with trying to get the legendary unreachable "Ice Key" from Banjo-Kazooie. What was so brilliant about that item was that it was literally impossible to get and just was there to torture players. Or so people thought. Until years later, someone discovered a code that let you find it. I remember thinking that if I ever had a chance, I wanted to create something that gave fans the same feeling. A last mystery after the game is over. Something so hard to find it reaches legendary status. I thought it was interesting that Journal 3 showed that not only was he once a genius, he was actually the voice of reason before he got fed up with Ford. McGucket started as a throwaway joke character in "Gobblewonker" and just grew and grew in importance as the series went on. It just made sense to us that a character with such scientific and technological skill would be tied to the creation and the creator of the Portal. McGucket originally started out as just a wacky stereotypical hillbilly and a chance for me to scream into the microphone. He was originally called Old Man McGuffin, which is a literary trope meaning something unimportant that sets a plot in motion. Like Grunkle Stan, I like to stay a man of mystery until the right moment to fleece rubes emerges once more. Finally, a question from Lydia, my superfan 6-year-old: I was born in it. There is an unlimited supply of weirdness in the weird world around you and inside your weird self. Lots of people try to ignore it and lots of people try to stamp it out. But the best people allow themselves the freedom to be weird. Be the best, weird person you can be.

Chapter 5 : In 'Gravity Falls: Lost Legends,' Alex Hirsch Proves He Knows His Fans

DOWNLOAD PDF GRAVITY FALLS JOURNAL 3 BY ALEX HIRSCH

This \$ limited edition will also include a signed note from the creator of Gravity Falls and co-writer of Journal 3, Alex Hirsch himself. Prime Book Box for Kids.

Chapter 6 : GRAVITY FALLS JOURNAL 3 by Alex Hirsch and Rob Renzetti (Hardcover,) | eBay

Journal 3 brims with every page ever seen on the show plus all-new pages with monsters and secrets, notes from Dipper and Mabel, and the Author's full story. Fans of Gravity Falls will simply love this page full-color jacketed hardcover version of Journal 3!

Chapter 7 : Gravity Falls Journal 3 by Alex Hirsch pdf epub download - HexBright

Gravity Falls: Journal 3 by Alex Hirsch. I bought this book for my granddaughter who is 8 years old. She was delighted when we received it. We did not realize that.

Chapter 8 : Gravity Falls: Journal 3 | Gravity Falls Wiki | FANDOM powered by Wikia

Gravity Falls: Journal 3 (Alex Hirsch) at blog.quintoapp.com Journal 3 brims with every page ever seen on the show plus all-new pages with monsters and secrets, notes from Dipper and Mabel, and the Author's full story.

Chapter 9 : Gravity Falls: Journal 3 Hardcover â€“ July 26, by Alex Hirsch Full Story | eBay

Gravity Falls: Journal 3 is the official real-life canon Journal 3, containing information from the show, with the Author's research and Dipper's and Mabel's notes. The book was released on July 26,