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Designing Movie Creatures and Characters reveals the inside story of how creatures of the imagination are brought to life onscreen - told by the makers themselves, and illustrated with exclusive, behind-the scenes shots from hundreds of movies.

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"Designing Movie Creatures and Characters" provides unparalleled access to the design and creation process behind cinema's most fantastic and delightful creatures and characters. It offers an in-

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depth, behind-the-scenes exploration of how iconic film creatures and fantastic characters are designed and created, from concept art and pencil sketch to digital sculpting and rendering.

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[(Designing Movie Creatures and Characters: Behind the ...

The full title of the book is Designing
Movie Creatures and Characters: Behind
the Scenes with the Movie Masters. The
title cannot be more accurate. The movie
masters included are ADI, Aaron Sims,
K.N.B. (Robert Kurzman, Greg Nicotero,

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Howard Berger), Carlos Huante, Steve Wang, Patrick Tatopoulos, Mitch DeVane, The Art of Making Molds, Monster Materials, The Science of

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Characters reveals the inside story of how creatures of the imagination are brought to life onscreen - told by the makers themselves, and illustrated with exclusive, behind-the-scenes shots from hundreds of movies.

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solve design problems: Every project introduces you to an open-ended fictional assignment inspired by industry experience. Each project has a list of minimum deliverables--the basics to get to the next stage--plus bonus goals.

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drawing character blueprints to completing market-ready illustrations. As the levels advance, the projects become more complex.

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Dream up believable creatures. This

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course will teach you how to design your own creatures by using Earth's animals as a guideline. Nature is a powerful tool when sketching ideas and Creature Design for Film and Games will show you just how to use real life references in your creations.

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From Snow White to Shrek, from Fred Flintstone to SpongeBob SquarePants, the design of a character conveys personality before a single word of dialogue is spoken.

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Designing Characters with Personality shows artists how to create a distinctive character, then place that character in context within a script, establish hierarchy, and maximize the impact of pose and expression.

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The full title of the book is Designing Movie Creatures and Characters: Behind the Scenes with the Movie Masters. The title cannot be more accurate. The movie masters included are ADI, Aaron Sims, K.N.B. (Robert Kurzman, Greg Nicotero, Howard Berger), Carlos Huante, Steve Wang, Patrick Tatopoulos, Mitch DeVane,

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Unlock the Secrets to Character and
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levels, ranging from brainstorming and drawing character blueprints to completing market-ready illustrations. As the levels advance, the projects become more complex.

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The first book to examine characters and creatures in the movies from a design standpoint, this volume looks at how a variety of technologies and performance techniques can be used to bring them to life. Aspiring makeup artists, moviemakers, designers, animators, and game designers, as well as film, visual

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effects, and animation students, will learn how to make their creations believable and how to win over audiences with their performances.

All You Need Is a Pencil, Paper and Your Imagination! Ever wondered how you could become a character designer for

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video games, film or animation? Veteran art director and concept artist Marc Taro Holmes shares proven methods for honing the skills and building the portfolio necessary to become a pro gaming artist. This is the first and only work-at-your-own pace home study program that teaches the crucial insider knowledge

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needed to break into the entertainment-design industry and develop your own style--all you need are a pencil, paper and your imagination. The projects within this straightforward guide are constructed to help you apply your existing drawing and digital art skills to character design. Or, if you're still working on your skills, it will

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help you improve while at the same time turning your mind into an idea-generating machine. Unlock the Secrets to Character and Creature Design • Follow the creature design process from start to finish: 35 projects are divided into 4 challenge levels, ranging from brainstorming and drawing character blueprints to completing

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toward creating an outstanding portfolio. Improve your skills and push yourself to create a fine-tuned presentation that could get you your eventual dream job. "This is a workout for the imagination, a boot camp for creativity." --Marc Taro Holmes

Zero in on the most cutting-edge trend in

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creature design for film and games:

ZBrush! ZBrush allows you to develop a creature for film and games in realistic, 3D format. With this book, you will learn how to create a unique creature from start to finish and search for and repair any foreseeable problems. Clear instructions guide you through using Photoshop in

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Characters with ZBrush to finely render a creature so you can see how it will appear on screen. Experienced ZBrush author and designer Scott Spencer shows you how to start with your concept in ZBrush as a preliminary digital model and then further refine it in Photoshop in order to fabricate a hyperrealistic image. Guides you through

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artistic concepts to visualize your creature

Walks you through the process of
conceptualizing a creature in ZBrush

Details techniques for using Photoshop to
refine your design Encourages you to use

ZBrush as a sculpting and designing

tool and then use Photoshop as a painting

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helps you bring your creature concepts to life.

The world's best creature designers and concept artists provide a groundbreaking and unique insight into their creative processes and practices.

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Featuring more than 600 sketches depicting a vast array of fantastic beasts and beings, *Draw Like an Artist: 100 Fantasy Creatures and Characters* is a must-have visual reference for student and aspiring artists, illustrators, and animators for fantasy, gaming, and augmented or virtual reality—anyone who's seeking to

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improve their realistic drawing skills and create compelling mythological marvels. This contemporary step-by-step guidebook demonstrates fundamental art concepts like proportion, anatomy, and spatial relationships as you learn to draw a full range of amazing life forms—including unicorns, mermaids, dragons, vampires,

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body shapes, forms, and shading Add
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interested in learning how to draw these
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the Draw Like an Artist series are richly

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visual references for learning how to draw classic subjects realistically through hundreds of step-by-step images created by expert artists and illustrators.

Introduction to Media Production began years ago as an alternative text that would cover ALL aspects of media production,

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not just film or just tv or just radio.

Kindem and Musburger needed a book that would show students how every form of media intersects with one another, and about how one needs to know the background history of how film affects video, and how video affects working in a studio, and ultimately, how one needs to

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know how to put it all together.

Introduction to Media Production is the book that shows this intersection among the many forms of media, and how students can use this intersection to begin to develop their own high quality work.

Introduction to Media Production is a primary source for students of media. Its

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readers learn about various forms of media, how to make the best use of them, why one would choose one form of media over another, and finally, about all of the techniques used to create a media project. The digital revolution has exploded all the former techniques used in digital media production, and this book covers the now

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restructured and formalized digital workflows that make all production processes by necessity, digital. This text will concentrate on offering students and newcomers to the field the means to become aware of the critical importance of understanding the end destination of their production as a part of pre-production, not

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the last portion of post production. Covering film, tv, video, audio, and graphics, the fourth edition of Introduction to Digital Media promises to be yet another comprehensive guide for both students of media and newcomers to the media industry.

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In the world of film and theatre, character transformation takes a lot of work, skill, and creativity...Dedicated solely to SFX, this book will show you tips and techniques from an seasoned SFX makeup artist with years of film, TV, and theatrical experience. Not only will this book take you through the many genres that need a

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Special effects makeup artist, like horror, fantasy, and sci-fi, but it will also tell you about the tools you will need, how to maintain your toolkit, how to take care of the actor's skin, how to airbrush properly when HD is involved, and all about the exclusive tricks of the trade from an experienced pro who knows all the latest

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tips and techniques. The author shows you how to sculpt and mold your own makeup prosthetics, focusing on how human anatomy relates to sculpture, thus creating the most realistic effects. Case studies feature some of the top makeup artists of today, such as Neill Gorton, Christopher Tucker, Miles Teves, Jordu Schell, Mark

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Alfrey, Matthew Mungle, Christien
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Gabarino. You will also learn about
human anatomy as it relates to sculpture
and will be able to profit from lessons
from today's top make-up artists that are
highlighted. Put your new techniques into
practice right away with the step-by-step

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tutorials on the must-have DVD, which will show you exactly how some of the looks from the book were achieved.

Follow this lively and entertaining book as it illuminates the basics of effective character design. Whether male or female, animal, monster or alien - certain rules

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apply that animate the figure and elevate it from a two-dimensional plane. Knowledge of a

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Transforming an actor into a character for film or theater takes a great deal of skill, prowess, and creativity, and in this new edition, author Todd Debreceeni empowers

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you with just those qualities. From his years of film, TV, and theatrical experience, he shows you tips and techniques that will have you applying your own makeup effects like a pro in no time. Along with walking you through genre-specific considerations (horror, fantasy, sci-fi, and so on) Todd also

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teaches you about the gear you will need, how to maintain your kit, how to take care of the actor's skin, how to airbrush properly when HD is involved, and so much more. Learn how to sculpt and mold your own makeup prosthetics, with a focus on how human anatomy relates to sculpture, to create the most realistic

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effects. Recipes scattered throughout the book show you exactly what you need and how to use it, helping you to create the best SFX makeup applications. Case studies feature some of the world's top makeup effects artists including Steve Wang, Thom Flouts, Ve Neill, Neill Gorton, Greg Nicotero, Kazuhiro Tsuji,

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Jordu Schell, Howard Berger, Matthew Mungle, Christien Tinsely, Vittorio Sodano, and Tami Lane. Put your new techniques into practice right away and see how some of the looks from the book were achieved with the step-by-step tutorials on the companion website, www.focalpress.com/cw/debreceni. New

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to this edition: * Animatronics * Specialty
contact lenses * Collapsible core molds *
Contoured or conforming molds * Making
resin and silicone eyes * Even MORE
information about silicone

In the years since Georges Méliès's *Le voyage dans la lune* (A Trip to the Moon)

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was released in 1902, more than 1000 science fiction films have been made by filmmakers around the world. The versatility of science fiction cinema has allowed it to expand into a variety of different markets, appealing to age groups from small children to adults. The technical advances in filmmaking

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technology have enabled a new sophistication in visual effects. This second edition of Historical Dictionary of Science Fiction Cinema contains a chronology, an introduction, and an extensive bibliography. The dictionary section has over 400 cross-referenced entries on important personalities, films,

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Companies, techniques, themes, and
subgenres. This book is an excellent
resource for students, researchers, and
anyone wanting to know more about
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