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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-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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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,

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K.N.B. (Robert Kurzman, Greg Nicotero, Howard Berger), Carlos Huante, Steve Wang, Patrick Tatopoulos, Mitch DeVane, The Art of Making Molds, Monster Materials, The Science of

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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 market-ready illustrations. As the levels advance, the projects become more complex. Learn to 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.

Designing Creatures and Characters: How to Build an Artist ...

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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finish: 35 projects are divided into 4 challenge levels, ranging from brainstorming and drawing character blueprints to completing market-ready illustrations. As the levels advance, the projects become more complex.

Designing Creatures and Characters: How to Build an Artist ...

Dream up believable creatures. This 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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Designing Creatures and Characters: How to Build an Artist's Portfolio for Video Games, Film,

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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. 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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