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KEY=CREATING - BARTLETT ASHLEY

CREATING STYLIZED CHARACTERS

Learn how to create vibrant character designs with the step-by-step guidance of professional artists from the illustration and animation industries.

CREATING STYLIZED ANIMALS

HOW TO DESIGN COMPELLING REAL AND IMAGINARY ANIMAL CHARACTERS

3dtotal Publishing **Learn how to create compelling and accomplished stylized animal characters, with the step-by-step guidance of professional animators and artists.**

CHARACTER DESIGN COLLECTION: HEROINES

AN INSPIRATIONAL GUIDE TO DESIGNING HEROINES FOR ANIMATION, ILLUSTRATION AND VIDEO GAMES

Character Design Collection **New series Character Design Collection features 50 expert artists using professional techniques and approaches to create a library of inspiring sketches.**

FUNDAMENTALS OF CHARACTER DESIGN

HOW TO CREATE ENGAGING CHARACTERS FOR ILLUSTRATION, ANIMATION AND CONCEPT ART

3dtotal Publishing **An eye-opening, visual-led exploration of the fundamental aspects of character design, including narrative, shape language, proportion, and expression.**

SKETCHING FROM THE IMAGINATION: CHARACTERS

3dtotal Publishing **An inspiring collection of drawings and articles exploring the sketchbooks and artistic practices of 50 talented character artists.**

CHARACTER DESIGN FROM THE GROUND UP

MAKE YOUR SKETCHES COME TO LIFE

Ilex Press **All stories have characters, and whether its a film, game, book, or comic, all characters need to be designed. Character design has become a distinct discipline in the entertainment industry, and character designers are employed by film and game companies across the globe to bring life to scripts and ideas. In this book, illustrator and character designer Kevin Crossley provides a complete overview of character design. Starting with the basics of materials, equipment, and sofware, Kevin will explain the processes professional character designers follow to develop characters for publishing, games, and film. From ideas and thumbnails, anatomy and reference, through effective drawing, 3D mock-ups and full turnarounds, Kev explains how a character designer works to achieve professional results.**

CREATING CHARACTERS WITH PERSONALITY

Watson-Guptill **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. Practical exercises help readers put everything together to make their new characters sparkle. Lessons from the author, who designed the dragon Mushu (voiced by Eddie Murphy) in Disney's Mulan—plus big-name experts in film, TV, video games, and graphic novels—make a complex subject accessible to every artist.**

BEGINNER'S GUIDE TO SKETCHING - CHARACTERS, CREATURES AND CONCEPTS

3Dtotal Pub **Embark on your sketching journey with 3dtotal's inspirational Beginner's Guide to Sketching: Characters, Creatures and Concepts.**

DRAW GREAT CHARACTERS AND CREATURES

Penguin **Learn to make your characters unique, compelling and lifelike with these 75 exercises for all skill levels, including beginners. Topics include tools and materials; shapes; personalities; facial expressions; body language; character interaction; and costuming. Character types featured include more than just humans; learn how to draw animals, plants, creatures and more. Author Bev Johnson guides you through a variety of questions to explore not only the kinds of characters you want to create, but also the relationships between them, such as who their friends and enemies are, what their personality distinctions are, etc. so you can you can create truly interesting characters.**

HOW TO BE A CHILDREN'S BOOK ILLUSTRATOR

A GUIDE TO VISUAL STORYTELLING

3dtotal Publishing **Unravel the fundamental ingredients of visual storytelling and discover how top children's illustrators portray narrative, intrigue, and suspense through art.**

THE SILVER WAY

TECHNIQUES, TIPS, AND TUTORIALS FOR EFFECTIVE CHARACTER DESIGN

"Whether you're a professional artist interested in improving your drawing skills, or an aspiring designer fresh out of college looking to add to your portfolio, The Silver Way will help you build your confidence and strengthen your work in order to successfully design characters for any project, in any style. Chock-full of fun drawing techniques and easy-to-follow tutorials, The Silver Way is the kind of educational art book you'll revisit again and again for guidance, encouragement, and inspiration."--

CREATIVE CHARACTER DESIGN 2E

CRC Press **What makes the difference between great video game animation and the purely functional, and how does this relatively new medium of non-linear animation creation differ from the more traditional fields of film and television? This book demystifies the animation side of game development, explaining every step of the process while providing valuable insights and work philosophies for creating the best possible game animation for beginners and professionals alike. Taking readers through a complete game production, this book provides a clear understanding of expectations of the game animator at every stage, featuring game animation fundamentals and how they fit within an overall project to offer a holistic approach to the field of game animation. Key Features Accumulated knowledge based on nearly two decades of insightful experience in all areas of video game animation. Reinterprets the classic 12 animation principles for video games, and establishes the fundamentals of creating great video game animation, and how to achieve them. \ A step-by-step explanation of every stage of a game production from the animator's perspective, offering readers a complete understanding of the expectations of a video game animator. Interviews with notable game animators featuring behind-the-scenes insight and advice. Accompanying animation rig, tutorials and other resources at www.gameanim.com/book.**

BEGINNER'S GUIDE TO CREATING PORTRAITS

LEARNING THE ESSENTIALS AND DEVELOPING YOUR OWN STYLE

Beginner's Guide **Meet modern portraiture head-on with this step-by-step beginner's guide to creating stylized portrait, written by the industry's leading character designers.**

CHARACTER DESIGN QUARTERLY 15

3dtotal Publishing **Character Design Quarterly is a creative, bright, and engaging magazine for artists, animators, illustrators, and character designers of all levels.**

BEGINNER'S GUIDE TO PROCREATE: CHARACTERS

HOW TO CREATE CHARACTERS ON AN IPAD (R)

3dtotal Publishing **Unleash the creative power of Procreate to bring characters to life on your iPad, from thumbnail designs to final pose.**

BEGINNER'S GUIDE TO DIGITAL PAINTING IN PROCREATE

HOW TO CREATE ART ON AN IPAD

3dtotal Publishing **Delve into the world of digital painting on an iPad with step-by-step tutorials, hints, and tips from professional artists.**

CHARACTER DESIGN SKETCHBOOK

Createspace Independent Publishing Platform **Semi-transparent grids & body types to help you design your own characters and costumes. Anatomy and proportions are taken care of, just focus on the look of each character. There are 200 pages to practice and take your designs to the next level.**

BEGINNER'S GUIDE TO FANTASY DRAWING

3dtotal Publishing **Invaluable tutorials and insightful tips make Beginner's Guide to Fantasy Drawing a perfect start to a fantasy art journey.**

THE ART OF THE DRAGON PRINCE

Dark Horse Comics **Aaron Ehasz won a Peabody Award for his work as head writer and co-executive producer of Avatar: the Last Airbender, and was part of the Emmy-award winning writing team of Futurama. Most recently, he was creative director at Riot Games where he worked on League of Legends as well as projects in development. He earned his MBA at Stanford, and undergrad degree from Harvard. Justin Richmond was a Research and Development Producer leading the team creating one of Riot Games' next big projects. Before that, Justin was the Game Director on the Uncharted franchise at Naughty Dog. Uncharted is one of Sony's most iconic and beloved game franchises with over 25 million units sold as well as 13 DICE Awards and 4 BAFTA's. His Game Direction work on Uncharted 3 earned him a nomination for the DICE Award for Outstanding Achievement in Game Direction. Justin has a B.S. in Film from Boston University and a degree in 3D Animation from Vancouver Film School.**

SKETCH WITH ASIA

MANGA-INSPIRED ART AND TUTORIALS BY ASIA LADOWSKA

Sketch with Asia is the first major publication from online Manga art phenomenon, Asia Ladowska. Asia blends her experience in hyper-realism with her passion for Manga, creating a style she is well-loved and recognized for. In this book she shares more of her art and behind the scenes information, along with numerous tips and tutorials for any budding Manga artist. Presented in a high quality, hardback book of 204 pages, is a detailed look at Asia's processes from drawing expressions,to coloring hair (Manga - Asia-Style). The sharing of her processes is something Asia regularly indulges her 720k + followers in, and she has set up a regular, inspirational #SketchwithAsia challenge on Instagram. Asia was also a judge on the 2018 judging panel for the prestigious animation industry awards, The Rookies, which further satisfied her passion for inspiring the next generation of Manga

artists.

BEGINNER'S GUIDE TO DIGITAL PAINTING IN PHOTOSHOP 2ND EDITION

3dtotal Publishing **The definitive beginner's guide to digital painting gets an impressive cover-to-cover update, featuring all-new tutorials and stunning artwork from top industry professionals**

CHARACTER DESIGN QUARTERLY 21

Character Design Quarterly **Character Design Quarterly (CDQ) is a lively, creative magazine bringing inspiration, expert insights, and leading techniques from professional illustrators, artists, and character art enthusiasts worldwide. Each issue provides detailed tutorials on creating diverse characters, enabling you to explore the processes and decision making that go into creating amazing characters. Learn new ways to develop your own ideas, and discover from the artists what it is like to work for prolific animation studios such as Disney, Warner Bros., and DreamWorks. Among this issue's highlights are budding professional illustrator Amelia Bothe cover art featuring an exclusive animal character, and we go behind the scenes at London animation studio Blinkink.**

CHARACTER DESIGN QUARTERLY 8

3dtotal Publishing **Character Design Quarterly is a creative, bright, and engaging magazine for artists, animators, illustrators and character designers of all levels.**

CHARACTER DESIGN QUARTERLY 13

3dtotal Publishing **Character Design Quarterly is a creative, bright, and engaging magazine for artists, animators, illustrators and character designers of all levels.**

DIGITAL ART MASTERS:

Taylor & Francis **Meet some of the finest digital 2D and 3D artists working in the industry today, from Patrick Beaulieu, Philip Straub, Benita Winckler, Alessandro Baldasseroni to Khalid Al Muharraqi, Marcel Baumann and Marek Denko and see how they work. More than just a gallery book - in Digital Arts Masters each artist has written a breakdown overview, with supporting imagery of how they made there piece of work. With Digital Arts Masters you'll understand the artists' thought process and discover the tips, tricks and techniques which really work.**

THE SKETCH ENCYCLOPEDIA

OVER 1,000 DRAWING PROJECTS

The Sketch Encyclopedia is a fascinating art resource showing you how to draw over 1000 people, places, creatures, and objects.

CREATIVE CHARACTER DESIGN

Taylor & Francis **Create compelling, original characters using archetypes and design elements such as shadows and line with the tips and techniques found in this image-packed book. Bryan Tillman bridges the gap between the technique of drawing characters and the theory of good character design by using case studies, examples of professional art, and literary and pop culture references to teach you how to develop a character, not just draw one. The book also features Character Model Sheets that will guide you through the creation of new and unique characters. Finally, Bryan will break down established character archetypes to show you why and how the different aspects of good character design work. The content on the book is based on Bryan's popular 2009 Comic-Con course on 'Character Design'. Learn what makes a character unique and powerful by using shapes, shadows, and form - this title includes 'character model sheets' so you can put it all together yourself, as well as case studies from established artists. It bridges the gap between the technique of drawing characters and the theory of good character design in a practical, hands-on way - learn how to use story and archetypes to develop compelling, new characters. Based on a standing-room only presentation at Comic-Con 2009 in San Diego, it features the artwork of a collection of professional artists as examples to the techniques shown in the book.**

ANATOMY FOR ARTISTS

A VISUAL GUIDE

3dtotal Publishing **Anatomy for Artists is an extensive collection of photography and drawings for artists of all mediums portraying the human form.**

THE ART OF FEEFAL

Art of **Whether your favourite medium is digital, traditional, or a mix of both, Stockholm-based Feefal will have used it to explore her unique world of anthropomorphised figures, animals in dream-like settings, and cool-girl magic. Her spooky-cute style has been a constant throughout her career, amassing 870K dedicated Instagram followers who not only adore her art, but are always keen to know the stories and inspiration behind it. Now for the first time, Feefal has written a beautifully produced book, her work printed on high-quality paper, providing the chance to not only show what she does, but also how. 3dtotal Publishing excels at helping artists to communicate both the motivations behind their unique creativity, and the technical tips and tricks they use. Feefal shares the early influences that put her on the path to becoming the professional character designer she is today, including those of her Swedish-Japanese upbringing. In doing so, the ideas behind paintings such as Lamp Shade Lady, Understanding the Hahahaki Disease (a fictional ailment caused by unrequited love) and Momento Mori are explained. With galleries of curated classics intertwined with step-by-step tutorials and fascinating insights into her creative process, Feefal's work is as intriguing as it is spellbinding.**

ART FUNDAMENTALS 2ND EDITION

COLOR, LIGHT, COMPOSITION, ANATOMY, PERSPECTIVE, AND DEPTH

3dtotal Publishing **A fully revised and updated edition of this back-to-basics title, packed with the fundamental concepts, conventions and theory needed when creating art.**

SKETCHING FROM THE IMAGINATION: STORYTELLING

3dtotal Publishing

SKETCHING FROM THE IMAGINATION: SCI-FI

3Dtotal Pub **An inspiring collection of drawings and articles exploring the sketchbooks and artistic practices of 50 talented sci-fi concept artists.**

DRAW WITH JAZZA - CREATING CHARACTERS

FUN AND EASY GUIDE TO DRAWING CARTOONS AND COMICS

Penguin **Imagine, Design and Draw Your Own Characters! Draw With Jazza YouTube star Josiah Brooks breaks down an easy-to-follow method that will help you to invent and draw original characters time and time again. Whether sci-fi or steampunk, comic book heroines or tattooed action heroes, animal familiars or alien races, you will discover the limitless possibilities of creating your very own characters for comic books, cartoons, video games and more! No matter what your skill level, you can draw from concept to finished art with confidence. Jazza shows you how as he walks you through The Design Process! • Discover. Learn techniques just like the pros use for developing characters--their backstory, personality and physicality; decide your drawing style; and explore and organize your inspiration. • Design. Use brainstorm sketching to refine your character's persona. Use simplified lines and shapes to draw men and women, practice poses and play with body shapes, sizes, ages and outfits. • Develop. Refine your best ideas by choosing features, color schemes, settings and context to reflect your end goal. • Deliver. Finish your concept art with character turnarounds, expression sheets, pose variations and more to create a complete picture of your characters and their world.**

THE ART OF OBAN STAR RACER

Titan Books (US, CA) **Oban Star-Racers is the hugely popular animated TV series which shows around the world. In the year 2082, Earth has been invited to compete in the Great Race**

of ban, an intergalactic competition held every 10,000 years, which promises to grant the winner any wish they chose. Eva "Molly" Wei joins her father's racing team incognito as the driver to compete in the galaxy's greatest race. This art book is an in-depth look at the development and making of the series Oban Star-Racers. Packed with beautiful full colour images, this shows every stage from concept art through to finished animation.

FUNDAMENTALS OF CREATURE DESIGN

HOW TO CREATE SUCCESSFUL CONCEPTS USING FUNCTIONALITY, ANATOMY, COLOR, SHAPE & SCALE

3dtotal Publishing **The world's best creature designers and concept artists provide a groundbreaking and unique insight into their creative processes and practices.**

CHARACTER DESIGN QUARTERLY 16

3dtotal Publishing **Character Design Quarterly is a creative, bright, and engaging magazine for artists, animators, illustrators, and character designers of all levels.**

SKETCH EVERY DAY

100+ SIMPLE DRAWING EXERCISES FROM SIMONE GRÜNEWALD

3dtotal Publishing **Absorb the extensive illustrative knowledge of Simone Grünewald and learn to create your own engaging characters and scenes.**

BEGINNER'S GUIDE TO DIGITAL PAINTING IN PHOTOSHOP: CHARACTERS

3Dtotal Pub **Following the very successful Beginner's Guide to Digital Painting in Photoshop, this latest book explores techniques used in character creation.**

CHARACTER DESIGN QUARTERLY 12

3dtotal Publishing **Character Design Quarterly is a creative, bright, and engaging magazine for artists, animators, illustrators and character designers of all levels.**

HOW TO DRAW COMICS

BY THE PROS

Createspace Independent Pub **Do you want to learn how to draw? You found the right book! Do you want to know how to draw comics? Or maybe learn how to make an comic figure fly? This book is full of secret techniques, that the top professional artists have known for years. This book walks you step by step in teaching you how to fine tune the skills needed to draw comic book anatomy. Heads, hands, faces, and, of course, super muscles. All the top names in comics combine their great talents and years of comic drawing experience in this book. To teach you all their refined techniques, on mastering the skills of comic book drawing. This book shows you step by step, word for word, how to become a comic book artist. This is not just a book, it is a scolastic service. A must have.**