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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 ...

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Character Design from the Ground Up, by Kevin Crossley. Published by Ilex Press in 2014. This paperback book has inside flaps, much like a hardcover copy, and is in very good condition. The cover and pages for the book are clean and unmarked by any previous

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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 pr All stories have characters, and whether its a film, game, book, or comic, all characters need to be designed.

[Character Design from the Ground Up: Make Your Sketches ...](#)

Kevin Crossley spent 15 years designing for video games before becoming a freelance illustrator and writer. In Character Design from the Ground Up, he shares the creative process he goes through for designing characters. This is more of a book of ideas. You should know

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the basics of drawing because the book does not cover drawing techniques but focus on the thought process.

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In this book, illustrator and character designer Kevin Crossley provides a complete overview of character design. Starting with the basics of materials, equipment, and software, 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.

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Character Design From the Ground Up by Kevin Crossley discusses character design from a media-agnostic viewpoint. It covers illustration, comics, animation, and concept art with the same tenets and principles for great character design. In this book Kevin explains his process having worked as a concept artist for years.

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Acknowledged author Kevin Crossley wrote Character Design from the Ground Up comprising pages back in 2014. Textbook and eTextbook are published under ISBN 1781572100 and 9781781572108. Since then Character Design from the Ground Up textbook was available to sell back to BooksRun online for the top buyback price or rent at the marketplace.

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Character Design From the Ground Up. This book is a much needed insider's view into professional character design. Kevin Crossley explains how character design works from start to finish, including which equipment and software is needed in the process (for games, film and illustration).

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Character Design for Animation Designing Process by Prof. Phani Tetali and Vajra Pancharia IDC, IIT Bombay 1. Introduction 2. Attributes and Proportions 3. Expressions 4. Model Sheet 5. Poses and Gestures 6. Colors 7. Exercies 8. Example 9. Video 10. Contact Details Source:

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 software, 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.

"Make your sketches come to life. From films to games, books to comics, all stories need refined, beautiful characters. This book demystifies the in-demand discipline of character design, starting with the basics of material and equipment, moving on to sketching and 3D mock-ups with full turnarounds and lineups, and culminating in a series of in-depth case studies."--

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Title and statement of responsibility from page 4 of cover.

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

All You Need Is a Pencil, Paper and Your Imagination! Ever wondered how you could become a character designer for 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 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 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 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. You receive virtual merit badges for each achievement you complete. • Think like a pro: Over the 155 possible artistic achievements, you'll be asked to find a solution to every type of conceptual problem you might encounter as a professional creature or character designer. • Build your portfolio: Work 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

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

"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."--

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

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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.

Design creative characters inspired by real people. Let Mike Mattesi show you how to use life drawing to discover the poses, features and personalities which form the basis of character and then build, develop and 'PUSH' your drawings to new heights of dramatic and visual impact for believable characters audiences can relate to. Packed with color illustrations and photographs of the models who inspired them. With step-by-step explanation of how the characters were developed and exercises for you to sharpen your skills this is everything you need to bring your characters to life.

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