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Story is the most important aspect of character design, according to author/artist Bryan Tillman, and I think he's onto something here, in this book about character design, drawing and creation. In the book, Bryan begins step by step in helping the newbie and the experienced artist to create a well-drawn out and fleshed character.

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"Tillman's book bridges the gap between the

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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 how to develop a character, not just draw one. The book is based on Bryan's popular Comic-Con course on character design."--

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Creative character design by Tillman, Bryan

Creative Character Design, Second Edition. by Bryan Tillman. English | 2019 | ISBN: 081536539X | 237



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Pages | PDF | 162 MB. 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.

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

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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

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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](http://www.gameanim.com/book).

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

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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,

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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.

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

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Based on a standing-room only presentation at Comic-Con 2009 and featuring the work of professional artists, a guide to creating original characters

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explains how to adapt archetypes and design elements with specific techniques, in a volume that provides character model sheets and illustrative case studies. Original.

Character animation involves more than the principles of animation and the mechanics of motion. Unique, believable characters that think, feel and captivate your audience are ones that involve emotion, performance, personality, acting and story. Successful animators balance all of these elements within a single character and narrative. With *Acting and Performance for Animation*, discover how to create dynamic, dramatic performances and believable



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character interaction. An invaluable resource for animators, *Acting and Performance for Animators* is a practical guide to the variety of performance techniques relevant to animators. Develop believable character interactions with chapters detailing the principles of performance, performance types, character emotion and personality, physical and psychological performance, and scene composition. Analyze scripts, sound, acting, action and performance with the practical hints and tips, hands-on assignments and animated examples featured in an extensive guide for animators working in film, TV, games and commercials. Explore different performance techniques based upon the experiences

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of seasoned animators with case studies featuring John Lasseter, Ray Harryhausen, Nick Park, Joanna Quinn. Expand your own performance techniques with the accompanying DVD which will feature live action reference shorts, production stills, animated examples, and further hands-on assignments.

Videogame development is usually seen as a male dominated field; even playing videogames is often wrongly viewed as a pastime for men only. But behind the curtain, women have always played myriad important roles in gaming. From programmers to artists, designers to producers, female videogame developers endure not only the pressures of their jobs

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but also epic levels of harassment and hostility. Jennifer Brandes Hepler's *Women in Game Development: Breaking the Glass Level-Cap* gives voice to talented and experienced female game developers from a variety of backgrounds, letting them share the passion that drives them to keep making games. **Key Features** Experience the unique stories of nearly two dozen female game developers, from old-school veterans to rising stars. Understand the role of women in videogames, from the earliest days of development to the present day. Hear first-hand perspectives from working professionals in fields including coding, design, art, writing, community management, production and journalism. Get tips for

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how to be a better ally and make your company and teams more inclusive. Learn about the obstacles you face if you're an aspiring female developer, and how to overcome them. Meet the human face of some of the women who have endured the industry's worst harassment... and kept on going.

Despite the proliferation of video games in the twenty-first century, the theory of game design is largely underdeveloped, leaving designers on their own to understand what games really are. Helping you produce better games, *Game Design Theory: A New Philosophy for Understanding Games* presents a bold new path for analyzing and designing games. The

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author offers a radical yet reasoned way of thinking about games and provides a holistic solution to understanding the difference between games and other types of interactive systems. He clearly details the definitions, concepts, and methods that form the fundamentals of this philosophy. He also uses the philosophy to analyze the history of games and modern trends as well as to design games. Providing a robust, useful philosophy for game design, this book gives you real answers about what games are and how they work. Through this paradigm, you will be better equipped to create fun games.

If you want to be successful in any area of game

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development-game design, programming, graphics, sound, or publishing—you should know how standouts in the industry approach their work and address problems. In *Honoring the Code: Conversations with Great Game Designers*, 16 groundbreaking game developers share their stories and offer advice for anyone

*White Space Is Not Your Enemy* is a practical graphic design and layout guide that introduces concepts and practices necessary for producing effective visual communication across a variety of formats—from web to print. Sections on Gestalt theory, color theory, and WET layout are expanded to offer more in-depth

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content on those topics. This new edition features new covering current trends in web design—Mobile-first, UI/UX design, and web typography—and how they affect a designer's approach to a project. The entire book will receive an update using new examples and images that show a more diverse set of graphics that go beyond print and web and focus on tablet, mobile and advertising designs.

The indie game developer's complete guide to running a studio. The climate for the games industry has never been hotter, and this is only set to continue as the marketplace for tablets, consoles and phones grow. Seemingly every day there is a story of how a

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successful app or game has earned thousands of downloads and revenue. As the market size increases, so does the number of people developing and looking to develop their own app or game to publish. The Indie Game Developer Handbook covers every aspect of running a game development studio—from the initial creation of the game through to completion, release and beyond. Accessible and complete guide to many aspects of running a game development studio from funding and development through QA, publishing, marketing, and more. Provides a useful knowledge base and help to support the learning process of running an indie development studio in an honest, approachable and easy to understand way.



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Case studies, interviews from other studies and industry professionals grant an first-hand look into the world of indie game development

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