

## Character Design From The Ground Up

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

From the World's No. 1 Storyteller, James and the Giant Peach is a children's classic that has captured young reader's imaginations for generations. One of TIME MAGAZINE's 100 Best Fantasy Books of All Time After James Henry Trotter's parents are tragically eaten by a rhinoceros, he goes to live with his two horrible aunts, Spiker and Sponge. Life there is no fun, until James accidentally drops some magic crystals by the old peach tree and strange things start to happen. The peach at the top of the tree begins to grow, and before long it's as big as a house. Inside, James meets a bunch of oversized friends—Grasshopper, Centipede, Ladybug, and more. With a snip of the stem, the peach starts rolling away, and the great adventure begins! Roald Dahl is the author of numerous classic children's stories including Charlie and the Chocolate Factory, Matilda, The BFG, and many more! "James and the Giant Peach remains a favorite among kids and parents alike nearly 60 years after it was first published, thanks to its vivid imagery, vibrant characters and forthright exploration of mature themes like death and hope." —TIME Magazine

Winner of the Pulitzer Prize, the National Book Critics Circle Award, the Robert F. Kennedy Book Award, and the American Book Award, the bestselling Common Ground is much more than the story of the busing crisis in Boston as told through the experiences of three families. As Studs Terkel remarked, it's "gripping, indelible...a truth about all large American cities." "An epic of American city life...a story of such hypnotic specificity that we re-experience all the shades of hope and anger, pity and fear that living anywhere in late 20th-century America has inevitably provoked." —Christopher Lehmann-Haupt, The New York Times

Draw like a pro! Create fantastic, imaginative art for your comics with the comprehensive "Beginner's Guide to Comic Art."

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

Introducing HILO—a funny, action-packed, full-color new middle-grade graphic novel series that Bone creator Jeff Smith calls “delightful.” D.J. and his friend Gina are totally normal kids. But that was before a mysterious boy came crashing down from the sky! Hilo doesn't know where he came from, or what he's doing on Earth. (Or why going to school in only your underwear is a bad idea!) . . . But what if Hilo wasn't the only thing to fall to our planet? Can the trio unlock the secrets of his past? Can Hilo survive a day at school? And are D.J. and Gina ready to save the world? HILO is Calvin and Hobbes meets Big Nate and is just right for fans of Bone and comic books as well as laugh-out-loud school adventures like Jedi Academy and Wimpy Kid! Praise for HILO “Every kid would love a pal like HILO, and every kid will love this book!” —Lincoln Peirce, bestselling author of the Big Nate series “HILO is delightful, silly, tender, and most importantly: funny.” —Jeff Smith, bestselling author of the Bone series "HILO is loads of slapstick fun with a touch of tenderness that kids will love."--Dan Santat, Caldecott Medal Winner "High energy and HILARIOUS!"--Gene Luen Yang, winner of the Printz and Eisner Awards, two time National Book Award Finalist “A perfect book for any kid who ever needed a friend and then had one with superpowers fall from space.” —Seth Meyers, actor, comedian and writer

Clay McGavran was stuck in hell. Otherwise known as Denson, Virginia - a small town in the shadows of the Blue Ridge Mountains - a town shrouded in the pain and tragedy of the past. As partner at one of Richmond's most successful construction and design firms, building someone else's dream home was his job. But when their dream brought him to the town of his nightmares, he was thrust into a past he'd worked diligently to forget. The only respite to his misery came from an unexpected - and inconvenient - source. His new assistant, Alison. To Clay, Alison was the woman whose perpetual smile and hauntingly familiar eyes were a balm to his scraped and bruised psyche. She was the antithesis of the type of woman he usually took to his bed but he found himself wanting her more than any woman before her. And, as his employee, she was the one woman he couldn't have. His company, friendships, and reputation were at stake. He couldn't cross that line again. He'd been reckless in the past and it had nearly cost him his company - and his life. But it's not so easy to walk away when, in the fires of his personal hell, he may have stumbled headlong into his salvation. \*\*\*Due to coarse language and graphic sexual situations, this book is not intended for individuals under the age of 18.\*\*\*

The author describes how a dream of creating her first garden was transformed by hard work, determination, and difficult lessons into a beautiful plot of land and how a year of planting seeds, battling pests, weeding, watering, and composting changes her into an enthusiastic gardener. Reprint. 20,000 first printing.

Achieving believable motion in animation requires an understanding of physics that most of us missed out on in art school. Although animators often break the laws of physics for comedic or dramatic effect, you need to know which laws you're breaking in order to make it work. And while large studios might be able to spend a lot of time and money testing different approaches or hiring a physics consultant, smaller studios and independent animators have no such luxury. This book takes the mystery out of physics tasks like character motion, light and shadow placement, explosions, ocean movement, and outer space scenes, making it easy to apply realistic physics to your work. Physics concepts are explained in animator's terms, relating concepts specifically to animation movement and appearance. Complex mathematical concepts are broken down into clear steps you can follow to solve animation problems quickly and effectively. Bonus companion website at [www.physicsforanimators.com](http://www.physicsforanimators.com) offers additional resources, including examples in movies and games, links to resources, and tips on using physics in your work. Uniting theory and practice, author Michele Bousquet teaches animators how to swiftly and efficiently create scientifically accurate scenes and fix problem spots, and how and when to break the laws of physics. Ideal for everything from classical 2D animation to advanced CG special effects, this book provides animators with solutions that are simple, quick, and powerful. The Ultimate Beginner's Guide to Drawing Figures! To draw an anatomical figure, you don't need a stack of weighty anatomy books. Just take it step by step! In How to Draw People, author

## Where To Download Character Design From The Ground Up

Jeff Mellem teaches beginning artists how to draw the human figure, from stick figure to anatomically accurate person, in clear, easy-to-follow lessons. More than just a reference, this book provides the step-by-step instruction to teach you to draw the human figure and the anatomical knowledge to draw it realistically. In each chapter, called "levels," you'll learn core concepts for drawing the human figure. Each new chapter builds on the previous one to give you the skills you need to add complexity to your drawing. By the end of each chapter, you will be able to draw the figure with greater detail. By the end of Level 5, you will be able to draw an expressive figure with defined muscle groups in a variety of poses both real and imagined. • Clear goals to progress from stick figure to anatomically correct • Exercises and assignments to practice new skills • Level-Up Checklists in each chapter to assess your skills before moving on With clear step-by-step demonstrations and check-ins along the way, How to Draw People is the beginner's guide to drawing realistic figures.

"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."-- 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.

Enter the fantastic imagination of artist Jacob Glaser as you learn how to draw everything from an alien lord and a werewolf to a jester and a black knight. In this 144-page book, you'll learn how to draw fantasy characters that you didn't even know existed--except in the far-reaching corners of your mind. After being introduced to the basic tools and techniques of pencil drawing, you'll discover 60 easy-to-follow, step-by-step demonstrations, including a robot attack pod, Frankenstein, a vampire bat, an evil sorcerer, a barbarian warrior, and a damsel in distress. Many projects include a digitally colored final and color palettes so you can see just one of the many ways you can bring your characters to live in vivid color.

A mysterious old pirate lures a group of rowdy sailors to an island with buried treasure, but there is a surprise awaiting them when they get there.

You've researched your character extensively, tailored her to your audience, sketched hundreds of versions, and now you lean back content as you gaze at your final character model sheet. But now what? Whether you want to use her in an animated film, television show, video game, web comic, or children's book, you're going to have to make her perform. How a character looks and is costumed starts to tell her story, but her body language reveals even more. Character Mentor shows you how to pose your character, create emotion through facial expressions, and stage your character to create drama. Author Tom Bancroft addresses each topic with clear, concise prose, and then shows you what he really means through commenting on and redrawing artwork from a variety of student "apprentices." His assignments allow you to join in and bring your drawing to the next level with concrete techniques, as well as more theoretical analysis. Character Mentor is an apprenticeship in a book. Professional artists from a variety of media offer their experience through additional commentary. These include Marcus Hamilton (Dennis the Menace), Terry Dodson (X-Men), Bobby Rubio (Pixar), Sean "Cheeks" Galloway (Spiderman animated), and more. With a foreword by comicbook artist Adam Hughes, who has produced work for DC, Marvel Comics, Lucasfilm, Warner Bros. Pictures, and other companies.

"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."--

Draws on interviews with leading professionals to provide a crash course in the different skills video game artists need, in a work that features screenshots from popular games, step-by-step game art lessons, and portfolio samples.

A few words about Dostoevsky himself may help the English reader to understand his work. Dostoevsky was the son of a doctor. His parents were very hard-working and deeply religious people, but so poor that they lived with their five children in only two rooms. The father and mother spent their evenings in reading aloud to their children, generally from books of a serious character. Though always sickly and delicate Dostoevsky came out third in the final examination of the Petersburg school of Engineering. There he had already begun his first work, "Poor Folk." This story was published by the poet Nekrassov in his review and was received with acclamations. The shy, unknown youth found himself instantly something of a celebrity. A brilliant and successful career seemed to open before him, but those hopes were soon dashed. In 1849 he was arrested.

One of Literary Hub's Favorite Books of the Year A haunted, surreal debut novel about an otherworldly young woman, her father, and her lover that culminates in a shocking moment of betrayal—one that upends our understanding of power, predation, and agency. Ada and her father, touched by the power to heal illness, live on the edge of a village where they help sick locals—or "Cures"—by cracking open their damaged bodies or temporarily burying them in the reviving, dangerous Ground nearby. Ada, a being both more and less than human, is mostly uninterested in the Cures, until she meets a man named Samson. When they strike up an affair, to the displeasure of her father and Samson's widowed, pregnant sister, Ada is torn between her old way of life and new possibilities with her lover—and eventually comes to a decision that will forever change Samson, the town, and the Ground itself. Follow Me to Ground is fascinating and frightening, urgent and propulsive. In Ada, award-winning author Sue Rainsford has created an utterly bewitching heroine, one who challenges conventional ideas of womanhood and the secrets of the body. Slim but authoritative, Follow Me to Ground lingers long after its final page, pulling the reader into a dream between fairy tale and nightmare, desire and delusion, folktale and warning.

- Monograph focusing on Xu Bing's most ambitious works of art: Book from the Sky and Book from the Ground- Presents the artist's method and motivation in his own words- An accessible yet academic insight into this innovative internationally renowned Chinese artist "The written word is the most basic element of human culture. To touch the written

word is to touch the essence of culture." - Xu Bing Book from the Sky certainly seemed to have fallen from the heavens: the text of this installation piece was written in a new language that resembled traditional Chinese. No matter who scours Xu Bing's book for 'meaning', they will only discover a semblance of it: mutated characters that resist interpretation. Carving out approximately four thousand wood blocks by hand, Xu Bing spent four years, from 1987 to 1991, making (in his own words) "something that said nothing". Book from the Sky's lengthy production process is also detailed in this monograph. Carving approximately four thousand wood blocks by hand, Xu Bing (in his own words) spent four years, from 1987 to 1991, making "something that said nothing." After creating a book no one could read, it only made sense for Xu Bing to develop his next project: a book that transcended barriers of language: Book from the Ground. Composed entirely of pictographs, Book from the Ground is a groundbreaking study into the concept of universal communication. Whether his goal is total comprehension or confusion, Xu Bing's masterful exploration of language challenges the way we think about the written word.

The instant #1 New York Times bestseller. In time for the twentieth anniversary of 9/11, master storyteller Alan Gratz (Refugee) delivers a pulse-pounding and unforgettable take on history and hope, revenge and fear -- and the stunning links between the past and present. September 11, 2001, New York City: Brandon is visiting his dad at work, on the 107th floor of the World Trade Center. Out of nowhere, an airplane slams into the tower, creating a fiery nightmare of terror and confusion. And Brandon is in the middle of it all. Can he survive -- and escape? September 11, 2019, Afghanistan: Reshmina has grown up in the shadow of war, but she dreams of peace and progress. When a battle erupts in her village, Reshmina stumbles upon a wounded American soldier named Taz. Should she help Taz -- and put herself and her family in mortal danger? Two kids. One devastating day. Nothing will ever be the same.

Video Game Design is a visual introduction to integrating core design essentials, such as critical analysis, mechanics and aesthetics, prototyping, level design, into game design. Using a raft of examples from a diverse range of leading international creatives and award-winning studios, this is a must-have guide for budding game designers. Industry perspectives from game industry professionals provide fascinating insights into this creative field, and each chapter concludes with a workshop project to help you put what you've learnt into practice to plan and develop your own games. With over 200 images from some of the best-selling, most creative games of the last 30 years, this is an essential introduction to industry practice, helping readers develop practical skills for video game creation. This book is for those seeking a career making video games as part of a studio, small team or as an independent creator. It will guide you from understanding how games engage, entertain and communicate with their audience and take you on a journey as a designer towards creating your own video game experiences. Interviewees include: James Portnow, CEO at Rainmaker Games Brandon Sheffield, Gamasutra.com/Game Developer magazine Steve Gaynor, co-founder The Fullbright Company (Gone Home) Kate Craig, Environment Artist. The Fullbright Company (Gone Home) Adam Saltsman, creator of Canabalt & Gravity Hook Jake Elliott & Tamas Kemenczy, Cardboard Computer (Kentucky Route Zero) Tyson Steele, User Interface Designer, Epic Games Tom Francis, Game Designer, Gunpoint & Floating Point Kareem Ettouney, Art Director, Media Molecule. Little Big Planet 1 & 2, Tearaway. Kenneth Young, Head of Audio, Media Molecule Rex Crowle, Creative Lead, Media Molecule

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.

Salman Rushdie's most ambitious and accomplished novel, sure to be hailed as his masterpiece. At the beginning of this stunning novel, Vina Apsara, a famous and much-loved singer, is caught up in a devastating earthquake and never seen again by human eyes. This is her story, and that of Ormus Cama, the lover who finds, loses, seeks, and again finds her, over and over, throughout his own extraordinary life in music. Their epic romance is narrated by Ormus's childhood friend and Vina's sometime lover, her "back-door man," the photographer Rai, whose astonishing voice, filled with stories, images, myths, anger, wisdom, humor, and love, is perhaps the book's true hero. Telling the story of Ormus and Vina, he finds that he is also revealing his own truths: his human failings, his immortal longings. He is a man caught up in the loves and quarrels of the age's goddesses and gods, but dares to have ambitions of his own. And lives to tell the tale. Around these three, the uncertain world itself is beginning to tremble and break. Cracks and tears have begun to appear in the fabric of the real. There are glimpses of abysses below the surfaces of things. The Ground Beneath Her Feet is Salman Rushdie's most gripping novel and his boldest imaginative act, a vision of our shaken, mutating times, an engagement with the whole of what is and what might be, an account of the intimate, flawed encounter between the East and the West, a brilliant remaking of the myth of Orpheus, a novel of high (and low) comedy, high (and low) passions, high (and low) culture. It is a tale of love, death, and rock 'n' roll.

Chances are, you already know how to draw some expressions. But face it, your stories can only get so far with "happy," "sad" and "angry." In order to give your characters some character, you need to know what they look like when they're about to sneeze, when they smell something stinky or when they're flirting, horrified or completely blotto. Lucky for you, that's what this book is all about! Making Faces contains everything you need to give your characters a wide range of expressions! Part 1: The Basics. How to draw heads, mouths, noses and eyes, and how they change shape when they move. Part 2: The Faces. Over 50 step-by-step demonstrations for a variety of expressions divided into scenarios. Each scenario shows four or five expressions from a single character, from simple emotions to more subtle and complex variations, so you see how a face changes with each emotion. Sidebars illustrate the same expressions on a variety of other characters. Part 3: Storytelling. How to move your story along using expression, point of view, body language and composition. See how it all comes together with damsels in distress, a noir-style interrogation, a Western standoff and other situations. Illustrated with a diverse cast of characters from hobos to superheroes to teenage girls, this guide will help you create the looks that say it all.

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.

Gamers, get ready to level up with How to Draw Video Games! From helpful sidekicks to 8-bit aliens and block-style beasts, the video game galaxy is an epic and endless world of battle-ready bosses, spewing lava levels and handyman heroes with the courage to save the day--all you need to do is draw them. This book teaches you how to get ideas from your brain onto paper by following basic demonstrations and using real life cheat codes. Instead of pressing "up, up, down, down, left," grab a sketchbook, marker and pack of colored pencils to start designing cool characters and the worlds they live in without the finger blisters and rage quits! • 25+ demonstrations cover everything from inventing heroes and evil villains to storyboarding your game win. • Learn how to draw legendary worlds and create difficult boss levels, including scrolling, three-dimensional and Minecraft-style block landscapes. • Build cool vehicles, spaceships and sweet rides for heroes to hop on! • Includes info on tech techniques, programs and digital upgrades. Stop playing video games and start drawing them!

Title and statement of responsibility from page 4 of cover.

A clear and practical examination of complex issues, Local Economic Development and the Environment: Finding Common Ground provides a broad, academic look at the intersection of two important areas for local administrators. In addition to managing development in a strained economic climate, most administrators are also expected to be stewards of the environment. However, economic conditions often leave them with limited options for pursuing economic development and, at the same time, being environmentally mindful. Many find themselves without a clear understanding of the concepts, tools, and best practices available to accomplish this herculean task. Translating complex environmental and economic concepts into easily applicable practices, the book: Gives practitioners the information they need to communicate with consultants, constituents, and officials, and to avoid ideological obstacles Compares regulatory differences between states and other geographical differences Includes examples from across the country to highlight variations in environmental regulations and laws Provides technical, legal, and political insights into the process of pursuing local economic development projects that incorporate protection and awareness Contains case studies that demonstrate the concepts in action, allowing readers to fully grasp the complexities associated with sustainable economic development Discusses how local administrators can balance the economic and environmental needs of the future Bridging the gap between policy-making intention and outcome, this book connects readers with a larger body of research that not only underpins practical applications but also helps them avoid legal, technical, and political obstacles. It provides an arsenal of best practices and everyday, easy-to-use strategies for optimizing the difficult balance between economic development and environmental protection.

In search of answers and action, the award-winning poet and essayist Lisa Wells brings us Believers, introducing trailblazers and outliers from across the globe who have found radically new ways to live and reconnect to the Earth in the face of climate change We find ourselves at the end of the world. How, then, shall we live? Like most of us, Lisa Wells has spent years overwhelmed by increasingly urgent news of climate change on an apocalyptic scale. She did not need to be convinced of the stakes, but she could not find practical answers. She embarked on a pilgrimage, seeking wisdom and paths to action from outliers and visionaries, pragmatists and iconoclasts. Believers tracks through the lives of these people who are dedicated to repairing the earth and seemingly undaunted by the task ahead. Wells meets an itinerant gardener and misanthrope leading a group of nomadic activists in rewilding the American desert. She finds a group of environmentalist Christians practicing "watershed discipleship" in New Mexico and another group in Philadelphia turning the tools of violence into tools of farming—guns into ploughshares. She watches the world's greatest tracker teach others how to read a trail, and visits botanists who are restoring land overrun by invasive species and destructive humans. She talks with survivors of catastrophic wildfires in California as they try to rebuild in ways that acknowledge the fires will come again. Through empathic, critical portraits, Wells shows that these trailblazers are not so far beyond the rest of us. They have had the same realization, have accepted that we are living through a global catastrophe, but are trying to answer the next question: How do you make a life at the end of the world? Through

this miraculous commingling of acceptance and activism, this focus on seeing clearly and moving forward, Wells is able to take the devastating news facing us all, every day, and inject a possibility of real hope. Believers demands transformation. It will change how you think about your own actions, about how you can still make an impact, and about how we might yet reckon with our inheritance.

Master perspective like the pros! Vanishing Point shows you how to conquer the fundamentals of perspective drawing and then equips you with technical tricks and tools that make dynamic and complex scenes a snap. This complete guide helps you build your understanding of perspective to an intuitive level so you can draw anything you can imagine. Inside you'll find: Complete instruction on drawing in one-, two- and three-point perspective and four- and five-point curvilinear perspective (where "straight" lines are drawn as curves). Curvilinear perspective has not been taught in any other perspective book - until now! Full-color, step-by-step demonstrations move you beyond the theories and let you practice the techniques in real scenes. A special chapter on drawing curves helps you break out of the box and draw cylinders, ellipses, cars and, most importantly, people in perfect perspective. Shortcuts and tips show you how to create believable perspective in no time flat. No matter what your skill level, Vanishing Point offers you a new way of looking at perspective and lets you draw as though you have decades of drawing experience - even if you don't. You'll learn everything you need to know to pour your imagination on the page with power and confidence.

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

Dennis Kelly's play DNA centres on friendship, morality and responsibility in odd circumstances. When a group of young friends are faced with a terrible accident, they deliberately make the wrong choices to cover it up and find themselves in an unusually binding friendship where no one will own up to what they've done. The play began life as a National Theatre Connections commission in 2008 and has subsequently been produced, studied and toured around the world. DNA is published for the first time in the Methuen Drama Student Edition series with commentary and notes by Clare Finburgh Delijani, which look at the play's context, themes, dramatic form, staging possibilities and production history, plus offers suggestions for further reading.

From three design partners at Google Ventures, a unique five-day process--called the sprint--for solving tough problems using design, prototyping, and testing ideas with customers.

This short story is regarded as an important early work of American feminist literature, due to its illustration of the attitudes towards mental and physical health of women in the 19th century. Narrated in the first person, the story is a collection of journal entries written by a woman whose physician husband (John) has rented an old mansion for the summer. Forgoing other rooms in the house, the couple moves into the upstairs nursery. As a form of treatment, the unnamed woman is forbidden from working, and is encouraged to eat well and get plenty of air, so she can recuperate from what he calls a "temporary nervous depression – a slight hysterical tendency", a diagnosis common to women during that period.

Creativity abounds in this one-of-a-kind activity book from Pixar Animation Studios. Inspired by behind-the-scenes work of Pixar's animators, it encourages fans and artists to explore their own imaginations through Pixar's favorite characters and iconic scenes. Prompts from films such as Toy Story, Cars, Brave, Inside Out, and more invite discoveries about color, shape, character design, and scene setting—and how all of these interact to tell a visual story. This is a dynamic and inventive activity book like no other!

A woman digs up a buried treasure—and a buried body—in the Scottish Highlands: “There are few other crime writers in the same league.”—Maureen Corrigan, *The Washington Post* Six feet under in a Highland peat bog lies Alice Somerville’s inheritance, buried by her grandfather at the end of World War II. But when Alice finally uncovers it, she finds an unwanted surprise—a body with a bullet hole between the eyes. Meanwhile, DCI Karen Pirie is dealing not only with this cold case but with a domestic violence case, and as she gets closer to the truth, it becomes clear that not everyone shares her desire for justice. Or even the idea of what justice is. An engrossing, twisty thriller, *Broken Ground* is an outstanding entry in this Diamond Dagger-winning author’s “superior series” (*The New York Times Book Review*). “As always, McDermid’s story lines are as richly layered as her protagonist.”—*Publishers Weekly* “One of the best things about this series is the details of Karen's working life, the obstacles as well as the satisfactions, and the small pleasures of her off hours.”—*Kirkus Reviews*

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.

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