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KEY=LEARN - CLARA MADALYNN

LEARN TO DRAW DREAMWORKS ANIMATION'S MADAGASCAR

FEATURING THE PENGUINS OF MADAGASCAR AND OTHER FAVORITE CHARACTERS!

Walter Foster Pub With three widely successful feature films, an award-winning TV series, and the first film to hit the big screen starring the penguins of Madagascar, the animals of the Madagascar franchise have charmed their way into the hearts of audiences everywhere with hilarious adventures escaping from their habitat at the New York Zoo. Now children can recreate all the fun with Learn to Draw DreamWorks Animation's Madagascar, including popular characters such as Alex, Marty, Melman, Gloria, King Julien, and the clever, cunning penguins Skipper, Kowalski, Rico, and Private. The book opens with a brief introduction and an overview of the necessary materials, including drawing exercises for warming up. Each lesson begins with a simple shape before progressing to a finished color artwork, making it easy for beginning artists to follow along. With engaging, easy to follow step-by-step instruction, young artists will learn to bring all of their favorite characters to life directly on their drawing paper. Tips and tricks from professional animators are included on every page, allowing for a well-rounded drawing experience.

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LEARN TO DRAW DREAMWORKS ANIMATION'S KUNG FU PANDA

FEATURING PO, TIGRESS, MASTER SHIFU, AND ALL YOUR FAVORITE NEW CHARACTERS FROM KUNG FU PANDA 3!

Walter Foster Jr Presents step-by-step instructions for drawing animals from Dreamworks Kung Fu Panda, including such characters as Po, Mr. Ping, and Mei Mei.

THE ART OF THE PENGUINS OF MADAGASCAR

Titan Books Takes a deep dive into the making of the animated film, featuring everything from concept art, character backstories, and design inspirations, to interviews with key animation talent. Offering a behind-the-scenes peek at the creation of the remarkable film, this book tells the story behind The Penguins of Madagascar.

THE ART OF DREAMWORKS ANIMATION

CELEBRATING 20 YEARS OF ART

Harry N. Abrams Details the films created by the landmark animation studio, including "The Prince of Egypt," "Shrek," "How to Train Your Dragon," and "The Croods," in a book that contains concept art, preproduction designs, and character sketches.

ANIMATING YOUR CAREER

Animating Your Career is the exciting new book by filmmaker Steve Hickner, director of The Prince of Egypt and Bee Movie, who has had his hands in the development of dozens of major motion pictures. Animating Your Career is Steve's guide to navigating the journey of a career in the creative fields, from getting your foot in the door to directing a project involving hundreds of artistic professionals. The book is filled with practical advice from Steve and the many top creatives he has worked with over the years. Whether you are still in school and awaiting your first job, or are a seasoned professional, Animating Your Career will help guide you to success.

DREAMWORKS MADAGASCAR

Golden Books DreamWorks' Madagascar—finally retold in a Little Golden Book! Alex the lion, Marty the zebra, and their friends from DreamWorks' Madagascar now star in their very own Little Golden Book perfect for children ages 3 to 5 and Madagascar fans of all ages! Alex is the star of the show at the New York Zoo, but his best friend, Marty, wants to live in the wild. One birthday wish later, Marty, Alex, and their friends find themselves on a boat on their way to Africa! Their wild adventures are retold for the first time ever in a Little Golden Book based on the hit movie!

TOP SECRET: THE ULTIMATE INVISIBLE INK ACTIVITY BOOK (KLUTZ ACTIVITY BOOK)

An activity book to beat the boredom blues, packaged with a UV invisible ink pen with built-in revealer light! Battling the I-Have-Nothing-To-Do Blues? Never fear, this book is here!The Klutz Book of Invisible Boredom Busters is jam-packed with hidden messages, secret codes, games, jokes, and more activities to help bust even the most unbeatable boredom. You'll see both visible (and invisible) activities, fabulous facts, and mysterious messages throughout the 64 full-color pages and uncover invisible ink printed notes and images on every page.Included is one UV pen to write and reveal hidden messages in the book or on your own!

THE ART OF MONSTERS VS. ALIENS

Describes the making of the animated film inspired by 1950's horror movies and the classic war film "The Dirty Dozen" that features an enormous woman and four other imprisoned monsters defeating an invading alien and his army of clones.

THE IDEA OF NATURE IN DISNEY ANIMATION

FROM SNOW WHITE TO WALL-E

Routledge In the second edition of The Idea of Nature in Disney Animation, David Whitley updates his 2008 book to reflect recent developments in Disney and Disney-Pixar animation such as the apocalyptic tale of earth's failed ecosystem, WALL-E. As Whitley has shown, and Disney's newest films continue to demonstrate, the messages animated films convey about the natural world are of crucial importance to their child viewers. Beginning with Snow White, Whitley examines a wide range of Disney's feature animations, in which images of wild nature are central to the narrative. He challenges the notion that the sentimentality of the Disney aesthetic, an oft-criticized aspect of such films as Bambi, The Jungle Book, Pocahontas, Beauty and the Beast, and Finding Nemo, necessarily prevents audiences from developing a critical awareness of contested environmental issues. On the contrary, even as the films communicate the central ideologies of the times in which they were produced, they also express the ambiguities and tensions that underlie these dominant values. In distinguishing among the effects produced by each film and revealing the diverse ways in which images of nature are mediated, Whitley urges us towards a more complex interpretation of the classic Disney canon and makes an important contribution to our understanding of the role popular art plays in shaping the emotions and ideas that are central to contemporary experience.

THE ART OF MADAGASCAR 3, EUROPE'S MOST WANTED

Presents an overview of the character designs, background art and special effects that went into the making of the third installment of DreamWorks Animation's Madagascar movie series, featuring Alex the lion, Marty the zebra, Gloria the hippopotamus and Melman the giraffe.

THE ART OF KUNG FU PANDA 2

Titan Books (UK) DreamWorks Animation and Insight Editions presents "The Art of Kung Fu Panda 2"; the book that takes readers behind-the-scenes of the animated martial arts mega-sequel. As the recently anointed Dragon Warrior, Po the Panda (Jack Black) is living his dream as the champion of the Valley of Peace. But Po's serenity is disrupted when the malevolent Lord Shen (Gary Oldman), an epicly evil warlord, threatens to destroy all of China by creating an unstoppable weapon that promises to supplant kung fu. With every conquest, Shen's ambition, cruelty, and lust for power grow, forcing Po and The Furious Five to confront their most powerful enemy ever, or else witness the destruction of their homeland and the tradition of kung fu. Included in this tome of production artwork are designs for Baby Po, Po's parents, the sharp-taloned peacock Shen, the warlord's fearsome wolf mercenaries, as well as Po's new allies--Master Croc (Jean-Claude Van Dam), Master Skunkman (James Woods), and Master Thundering Rhino (Victor Garber). Also included are the epic environments Po, Tigress, Crane, Mantis, Viper and Monkey, must venture through on their epic quest to confront the evil Lord Shen and save kung fu. With new friends, Po's strength has never been greater. But how can he stop a weapon that can stop kung fu? Po must look deep into his past and uncover the secrets of his mysterious origins; only then will he be able to unlock the strength he needs to succeed.

MEL SCRIPTING FOR MAYA ANIMATORS

Elsevier Trying to learn Maya programming from the documentation can be daunting whether or not you are a programmer. The first edition of MEL Scripting for Maya Animators earned the reputation as the best introductory book on MEL, Maya's scripting language. Now fully revised and updated, the second edition also includes new features, such as a discussion of global procedures, new chapters on fixing programming bottlenecks, advanced user interface techniques, and optimizing character rigs. New chapters on utility nodes and Maya's Web Panel feature provide new ideas on how to use MEL in applications. This new edition has kept the popular style of the first edition that offered very clear explanations of programming concepts to those without programming experience. A generous collection of code examples and Maya scene files is included on the companion Web site. This is a book for animators, artists, game developers, visual effects developers, and technical directors who want to learn the fundamentals of Maya, how to automate tasks, personalize user interfaces, build custom tools, and solve problems with MEL. Fully updated with several new chapters. Profusely illustrated and includes a companion Web site with numerous code examples and scene files. The authors bring their extensive experience in professional production studios to provide expert guidance.

IDEAS FOR THE ANIMATED SHORT WITH DVD

FINDING AND BUILDING STORIES

CRC Press Build your skills in the development of story ideas that will command an audience for your 2-5 minute animated short. Packed with illustrated examples of idea generation, character and story development, acting, dialogue and storyboarding practice this is your conceptual toolkit proven to meet the challenges of this unique art form. The companion DVD includes in-depth interviews with industry insiders, 18 short animations (many with accompanying animatics, character designs and environment designs) and an acting workshop to get your animated short off to a flying start! With Ideas for the Animated Short you'll learn about: Story Background and Theory * Building Better Content * Acting: Exploring the Human Condition * Building Character and Location * Building Story * Dialogue * Storyboarding * Staging

THE ART OF BRAVE

Chronicle Books Brave is Pixar's thirteenth feature film, but it marks two big firsts for the award-winning animation studio. It's Pixar's first feature film driven by a female lead and its first set in an ancient historical period. Against a backdrop of castles, forests, and highlands, Brave follows the fiery Merida as she clashes with the duty of her royal life and embarks on a journey through the rugged landscape of the dark ages of Scotland. At once epic and intimate, the latest Pixar masterpiece weaves a story of magic, danger, and adventure and the fierce bonds of family. Featuring behind-the-scenes interviews with the film's many artists and filmmakers, The Art of Brave showcases the gorgeous concept art that went into the making of this movie, including color scripts, storyboards, character studies, environment art, sculpts, and more. A Foreword by Brenda Chapman and Mark Andrews, the film's directors, and a preface by Chief Creative Officer John Lasseter shed light on the creation of this landmark film.

YOU CAN DRAW IN 30 DAYS

THE FUN, EASY WAY TO LEARN TO DRAW IN ONE MONTH OR LESS

Da Capo Lifelong Books Learn to draw in 30 days with Emmy award-winning PBS host Mark Kistler Drawing is an acquired skill, not a talent--anyone can learn to draw! All you need is a pencil, a piece of paper, and the willingness to tap into your hidden artistic abilities. With Emmy award-winning, longtime PBS host Mark Kistler as your guide, you'll learn the secrets of sophisticated three-dimensional renderings, and have fun along the way--in just 20 minutes a day for a month. Inside you'll find: Quick and easy step-by-step instructions for drawing everything from simple spheres to apples, trees, buildings, and the human hand and face More than 500 line drawings, illustrating each step Time-tested tips, techniques, and tutorials for drawing in 3-D The 9 Fundamental Laws of Drawing to create the illusion of depth in any drawing 75 student examples to help gauge your own progress

THE COMPUTER-ANIMATED FILM

INDUSTRY, STYLE AND GENRE

Widely credited for the revival of feature-length animated filmmaking within contemporary Hollywood, computer-animated films are today produced within a variety of national contexts and traditions. Covering thirty years of computer-animated film history, and analysing over 200 different examples, The Computer-Animated Film: Industry, Style and Genre persuasively argues that this body of work constitutes a unique genre of mainstream cinema. Informed by wider technological discourses and the status of animation as an industrial art form, the book not only theorises computer-animated films through their formal properties, but connects elements of film style to animation practice and the computer-animated film's unique production contexts.

THINGS THAT I HEAR

5 MORE SLEEPS 'TIL CHRISTMAS

Feiwei & Friends Host of NBC's The Tonight Show and three-time #1 New York Times-bestselling author Jimmy Fallon returns with this sweet and spirited Christmas picture book. Just 5 more sleeps 'til Christmas! Can you believe it's here? I know that Santa's coming soon 'cause I've been good all year. Everyone who grew up celebrating Christmas remembers the excitement that built up to the most magical day of the year. But why not make the last week until Christmas more fun by counting how many sleeps until the arrival of Santa and his reindeer? Accompanied by the beautiful and energetic artwork of Rich Deas, enjoy the humor of Jimmy Fallon as he prepares readers for the most exciting week of the year in this new holiday tradition for your family--5 More Sleeps 'til Christmas.

MADAGASCAR

ESCAPE 2 AFRICA

Mary Glasgow Extensive reading is essential for improving fluency and there is a real need in the ELT classroom for contemporary, low-level reading material for younger learners. The Madagascar films are popular with children around the world for their humorous, lovable characters and original storylines. Madagascar 2: Return to Africa

THE ART OF BLUE SKY STUDIOS

Enjoy the remarkable tale of Blue Sky's success, from its origins as a live-action vfx company to its reinvention as a driving force in computer-generated animation. With exclusive access to Blue Sky's archives and the exceptional artists who have made characters like Scrat, Manny, and Sid the Sloth household names, this is an in-depth look at one of animation's greatest success stories.

THE SCARY PLACES MAP BOOK

SEVEN TERRIFYING TOURS

Candlewick Press A whimsical tour of seven spooky locations introduces basic map-reading skills and highlights fun-filled "points of interest," from Dracula's Castle to Dr. Frankenstein's laboratory, on maps of such places as the Wicked Woods, a Ghostly Galleon and the Western Terror-tories. By the author of The Once Upon a Time Map Book.

THE ART OF KUNG FU PANDA

A guide to the art of the animated film provides information about the drawing of the characters, locations, and dream sequence.

OFFICIAL GAZETTE OF THE UNITED STATES PATENT AND TRADEMARK OFFICE

TRADEMARKS

MADAGASCAR 3

Mary Glasgow Extensive reading is essential for improving fluency and there is a real need in the ELT classroom for contemporary, low-level reading material for younger learners. The Madagascar films are popular with children around the world for their humorous, lovable characters and original storylines. The Madagascar 3: Europe's Most Wanted Popcorn ELT Reader is based on the third film in the franchise.

ART IN MOTION, REVISED EDITION

ANIMATION AESTHETICS

Indiana University Press *Art in Motion* is the first comprehensive examination of the aesthetics of animation in its many forms. It gives an overview of the relationship between animation studies and media studies, then focuses on specific aesthetic issues concerning flat and dimensional animation, full and limited animation, and new technologies. A series of studies on abstract animation, audiences, representation, and institutional regulators is also included.

JAGGED LITTLE PILL: THE NOVEL

Abrams A timely and gutsy YA novel based on the Tony and Grammy Award winning musical from Alanis Morissette, Diablo Cody, and Glen Ballard! Swallow it down—what a jagged little pill . . . *Jagged Little Pill: The Novel* follows the intertwining lives of five teens whose world is changed forever after the events at a party. Adopted Frankie struggles to see eye-to-eye with her mother—who would rather ignore a problem and preserve their “perfect” life than stand up for what’s right. Jo just wants her mom to accept her queer identity—and is totally crushed when Frankie, the only person who really gets her, finds herself infatuated with someone new. Phoenix tries to find his place at the new school and balance wanting to spend time with Frankie but knowing he also has to help out with his sick sister at home. Bella wants to enjoy the end of high school and just head off to college without a hitch. Everyone expects Frankie’s brother Nick to be the golden boy, but even though he just got into his dream school, he’s not even sure he’s a good person. Each of their stories intersects when Bella is sexually assaulted at a party, and it looks like the perpetrator might get away with it. Moving, heartfelt, and raw, *Jagged Little Pill: The Novel* draws on the musical’s story and gives readers deeper glimpses of the characters. It’s a story about the power of voicing your pain, standing up for what’s right, and finding healing and connection.

THE DAILY ZOO

KEEPING THE DOCTOR AT BAY WITH A DRAWING A DAY

In the spring of 2005 Chris Ayers was busy working as a concept artist in the Hollywood film industry. That came to a crashing halt when he was diagnosed with leukemia on April first. After a year-long period of treatment and recovery he started a sketchbook called *The Daily Zoo* on the anniversary of his diagnosis. Over the next 365 days he would draw one animal each day, challenging both his self-discipline and imagination. Most importantly it would allow him the focused opportunity to celebrate the gift of each healthy day. The pages of *The Daily Zoo: Volume One* are chock-filled with 365 distinct critters, ranging from curious pandas to sinister hyenas, athletic aardvarks to zealous zebras, and his choice of artistic styles are as diverse as his subject matter. Alongside the images Ayers, whose big screen credits include *Men in Black II*, *X-Men 3*, and the *Alien vs. Predator* films, ties in commentary about his cancer experience, the sources of his artistic inspiration and his creative methods. Whether you’re a beginning artist or a seasoned pro, this book will leave you inspired to grab the nearest pencil, pen, brush or crayon and start drawing!

LEARN TO DRAW DISNEY'S FROZEN

FEATURING ANNA, ELSA, OLAF, AND ALL YOUR FAVORITE CHARACTERS!

Walter Foster Pub With *Learn to Draw Disney's Frozen*, young artists will learn to draw all of their favorite characters from the magical kingdom of Arendelle step by step, including princesses Anna and Elsa; Olaf the “warm,” hug-loving, sunshine-curious snowman; and outdoorsman Kristoff and his loyal reindeer Sven. The book opens with a brief introduction, drawing exercises, and an overview of the necessary tools and materials to get started. Each lesson begins with a simple shape before progressing to a finished color piece of artwork, making it easy for beginning artists to follow along. Throughout the book, young artists and Frozen fans alike will learn special details about the film and its characters with tips and tricks from professional Disney animators. Breaking records within Walt Disney Studios’ portfolio and the film industry at large, Disney’s *Frozen* has risen to become the #1 animated film in history, as well as the #5 highest-grossing film of all time at the global box office. Audiences everywhere have been captivated by the magical story of sisters Anna and Elsa and the eternal winter that separates them and eventually brings them together again. The film’s compelling songs, including the Academy Award-winning “Let it Go,” have earned the *Frozen* soundtrack a certified platinum status and over 12 record-breaking weeks at the top of the *Billboard* album chart. “Let it Go” has since been dubbed in 41 languages, with videos in 25 languages available online via Yahoo Movies. Disney is currently preparing *Frozen* for its Broadway debut. A Disney Karaoke app for *Frozen* launched in May 2014, following the success of the first *Frozen* app for iPad, which is among the Top 50 paid apps for kids.

HÄNSEL AND GRETEL

Michael Neugebauer Books *Once upon a time there lived a poor wood-cutter with his wife and two children, Hansel and Gretel.*

THE ART OF MR. PEABODY & SHERMAN

Insight Editions *Make way for Mr. Peabody and Sherman*, DreamWorks Animation’s new comedy about a dog and his boy. Yes, you heard right—Mr. Peabody’s IQ is so high, this dog is actually the world’s smartest person! So smart that he’s even invented the WABAC, a time-traveling machine that he and his pet boy Sherman use to explore the world throughout the ages. Based on the beloved 1960s cartoon, *Mr. Peabody and Sherman* is a role-reversal reinvention like no other. Barreling through time, Peabody and Sherman explore the universe, crossing paths with the likes of Marie Antoinette and Leonardo da Vinci. But when Sherman uses the WABAC without permission and history starts to spiral out of control, the results are disastrous—and hilarious, thanks in part to a cast that includes such comedic stars as Ty Burrell, Stephen Colbert, and Mel Brooks. The imaginative spirit of the film is captured here from beginning to end with concept art, character backgrounds, design inspiration, and exclusive behind-the-scenes information. *The Art of Mr. Peabody and Sherman* is the ultimate keepsake for families and film fans alike.

PUNCH DRUNK MOUSTACHE

VISUAL DEVELOPMENT FOR ANIMATION AND BEYOND

Collects original stories and art concepts from eight animation studio artists featuring giants, androids, magic, strange beasts, and brave animals.

LEARN TO DRAW DISNEY CELEBRATED CHARACTERS COLLECTION

INCLUDING YOUR DISNEY*PIXAR FAVORITES!

Learn to Draw (Walter Foster P Provides easy-to-follow instructions on drawing popular Disney animated characters, including Mickey Mouse, Winnie the Pooh, the Incredibles, and Lilo & Stitch.

THE ART OF THE STORYBOARD

STORYBOARDING FOR FILM, TV, AND ANIMATION

Butterworth-Heinemann *The Art of the Storyboard* shows beginners how to conceptualize and render the drawings that will communicate continuity to the cinematographer, set designer, and special effects supervisor, or to create the skeletal outline around which an animated program is developed. Using sketches of shots from classic films, from silents to the present, *The Art of the Storyboard* covers the history and evolution of this craft and discusses the essentials of translating one’s vision onto paper, from the rough sketch to the finished storyboard. Over 100 illustrations from the author’s and other storyboard artists’ work illuminate the text throughout. Exercises at the end of each chapter help students to develop essential drawing and visualizing skills. *The Art of the Storyboard* teaches basic drawing techniques and illustrates the use of perspective, light and shade, and depth of field needed in order to render the human figure in motion. In this book students are introduced to essential components of storyboarding, such as framing, placement of figures, and use of camera angles -the only book on storyboarding for media

THE ART OF SHREK FOREVER AFTER

Insight Editions *For Shrek, life is good. He’s king of the fairytale kingdom of Far Far Away, surrounded by friends, and a celebrity to his people. But boredom takes hold . . . that is, until he meets the smooth-talking Rumpelstiltskin and a wish turns his world inside-out. In Shrek Forever After, the latest installment in the blockbuster series from DreamWorks Animation, Shrek’s desire to feel like a “real ogre” leads him to relive his famous adventures, but in a world where ogres are hunted, Rumpelstiltskin is king, and Princess Fiona has never even heard his name! Readers can join Donkey, Fiona, Farquhad, and their favorite ogre for the behind-the-scenes story of his latest adventure, the first three Shrek films, and how the land of Far Far Away came to be.*

THE MAKING OF AVATAR

Harry N. Abrams Presents the making of the top grossing movie of all time, from director James Cameron’s first brainstorming sessions to a vast production effort spanning continents to the technology used to bring the film’s imaginative world to life.

LEARN TO DRAW STAR WARS: VILLAINS

DRAW FAVORITE STAR WARS VILLAINS, INCLUDING DARTH VADER, KYLO REN, AND DARTH MAUL

Walter Foster Publishing *Learn to Draw Star Wars: Villains* will teach you to draw your favorite villains from the Star Wars galaxy—from the lowly stormtrooper and the notorious bounty hunter Boba Fett to the infamous crime lord Jabba the Hutt and the terrifying Sith Lord Darth Vader. In this 128-page drawing guide, Lucasfilm collaborator and professional artist Russell Walks shows artists of all skill levels how to render their favorite Star Wars villains as detailed pencil portraits. After a brief introduction to drawing tools and materials, basic pencil techniques, shading techniques, and how to depict different textures, the book dives right into step-by-step drawing projects. See how each drawing lesson begins with basic shapes, with each new step building upon the last, eventually progressing to a finished fine art piece. Experience this legendary series from a whole new perspective as you develop your drawing skills with the easy-to-follow step-by-step instructions, insightful character notes, and drawing tips. Included in *Learn to Draw Star Wars: Villains* are drawing projects for Darth Maul, General Grievous, Count Dooku, Emperor Palpatine (Darth Sidious), Darth Vader, Bib Fortuna, Jabba the Hutt, Boba Fett, Kylo Ren, Captain Phasma, and Supreme Leader Snoke. Russell Walks also shows how to best depict a villainous character, four ways to draw lightsabers, a comparison of Darth Vader and Kylo Ren’s masks, the differences between Jango Fett and his clone Boba, how to draw different types of stormtrooper helmets, and more. So grab your drawing pencils, and use the Force—or join the Dark Side—on

your artistic journey through the Star Wars galaxy!

CAPTAIN UNDERPANTS AND THE PERILOUS PLOT OF PROFESSOR POOPYPANTS

Scholastic UK Professor Pippy P. (Pee-Pee) Poopypants is a brilliant scientist, but his ridiculous name means no one takes his fantastic inventions seriously. And now he's on the rampage! He's armed with fiendish inventions Shrinky-Pig 2000 and the terrible Gerbil Jogger 2000. Can Captain Underpants stop him?

DRAWING IN 3-D WITH MARK KISTLER

Simon and Schuster The third book in Kistler's ever-popular series takes children to a new level of adventure and creativity as they join public television's favorite drawing teacher on an A-to-Z journey through the art and fun of making 3-D cartoons. 1,000+ illustrations.

DREAMWORKS KUNG FU PANDA

Golden Books DreamWorks' Kung Fu Panda—finally retold in a Little Golden Book! For the first time ever, enjoy the story of Po and the Furious Five in this all-new Little Golden Book perfect for children ages 3 to 5 and fans of all ages! Po, an oversized panda with even bigger dreams, works in his father's noodle shop. But when a twist of fate sets him on course to become the mighty Dragon Warrior, Po isn't sure he can succeed—and neither is anyone else. A story about rising to the challenge and fulfilling your destiny, Kung Fu Panda is finally retold in a Little Golden Book!