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In 1983, the world was introduced to He-Man and the Masters of the Universe. What followed was a cultural sensation that changed the landscape of children's entertainment forever! Join Mattel and Dark Horse in this comprehensive retrospective chronicling He-Man's decades-long epic journey from toy, to television, to film, to a true pop culture phenomenon!

The Compendium of Wooden Wand Making Techniques is here to show you how simple making wands can be - no mysterious magic necessary! In the first-ever guide for muggles to making wands, you'll learn how to hand carve, power carve, wood turn, and scroll saw 20 unique projects that are sure to delight and manage mischief. Be inspired with a gallery of beloved staff-carrying and wand-wielding characters from the infamous Harry Potter and Lord of the Rings series, then use the Wand Sketchbook section to design your own original wands! From there, five wand projects for each woodworking technique are presented with step-by-step instructions, coordinating photography, and patterns.

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This practical guide to drawing shows how to turn the workings of your imagination into art, to draw fantasy worlds, characters and creatures, picking up essential drawing and sketching skills along the way.

Explore the art and adventure of the quintessential entries in the Final Fantasy saga with this gorgeous 300-plus-page hardcover. Collecting concept art, design notes, creator retrospectives, and more from Final Fantasy VII, Final Fantasy VIII, and Final Fantasy IX, Dark Horse's journey through the creation of the groundbreaking role-playing masterpiece continues! Dark Horse and Square Enix are thrilled to present the second of three volumes that officially translate Square Enix's detailed history chronicling the creation of the Final Fantasy franchise's seventh, eighth, and ninth games. Filled with captivating art and creator commentary, Final Fantasy Ultimania Archive Volume 2 remains completely authentic to its Japanese source material with unrivaled access for a Western audience. This prestige compendium is a must-have addition for any Final Fantasy enthusiast's collection.

Offers a guide to the process of designing video games from the first sketches to the final coloring, covering such topics as software, art techniques, cast of characters, and 3D models.

Fantasy artists of all skill levels will delight in these innovative and simple

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watercolor techniques that result in dynamic fantasy landscapes. Step-by-step instructions offer a wealth of practical advice and help build skills and confidence. With sections on where to find inspiration and how to develop ideas, this enjoyable guide shows how to add mood, drama, atmosphere, and a little sprinkling of magic to create your own fantasy world. Bursting with helpful hints and tips, there are three distinctly different projects included that result in dramatic, rich, and mystical finished paintings.

Discover how to paint classic fantasy, imaginative sci-fi, and comic art, with advice on how to tell visual stories, make inspired illustrations, and create strong characters using digital techniques. A core skills section offers basic training on topics such as using custom brushes and rendering realistic materials like cloth, rock, silk, fur, and shiny metal. Artist Henning Ludvigsen presents 20 tips to better fantasy paintings including color, texture, and light.

In a captivating, behind-the-scenes look into the creative process of a fantasy artist, renowned artist Boris Vallejo discusses in depth the techniques of a personal style that has placed him among the leading international fantasy and science fiction artists of today. 91 color images; 32 line drawings.

The game Final Fantasy is a tale of bold heroes and heroines, breathtaking landscapes and terrifying creatures. "Dawn" collects the paintings, detailed line

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art, and preliminary sketches designed for the first four games.

Just like having a painting tutor on call 24 hours a day - this book is packed with inspiration and know-how for both beginners and more experienced painters.

With over 200 tips and step-by-step techniques, this is a guide to watercolour painting with quick fixes and solutions provided throughout for commonly encountered problems.

Provides detailed instructions for drawing and painting fantasy figures, beasts, and landscapes, while offering an overview of traditional and digital media and tools.

Collects tips and techniques for designing, drawing, and painting fairies.

Offers instructions and advice for creating realistic fantasy drawings using reference photographs of models and props, with sixteen step-by-step examples.

This richly illustrated guide presents new tricks and techniques for sketching and creating line art as well as working in watercolors. Step-by-step demonstrations offer easy-to-follow methods for drawing landscapes and characters.

Featuring over 300 pieces of artwork spanning decades of Ian's work, this collection is a treat for all lovers of great fantasy art - from Lovecraft novel covers to Tolkien bestiaries to Warhammer 40,000 concept art, through a veritable trove of gothic humour, fantasy battles, dragons, beasts and a world of nightmarish

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“A literary experience unlike any I’ve had in recent memory . . . a blueprint for this moment and the next, for where Black folks have been and where they might be going.”—The New York Times Book Review (Editors’ Choice) What does it mean to be Black and alive right now? Kimberly Drew and Jenna Wortham have brought together this collection of work—images, photos, essays, memes, dialogues, recipes, tweets, poetry, and more—to tell the story of the radical, imaginative, provocative, and gorgeous world that Black creators are bringing forth today. The book presents a succession of startling and beautiful pieces that generate an entrancing rhythm: Readers will go from conversations with activists and academics to memes and Instagram posts, from powerful essays to dazzling paintings and insightful infographics. In answering the question of what it means to be Black and alive, *Black Futures* opens a prismatic vision of possibility for every reader.

Whether they’re beasts, spirits, demons, or even aliens, most fantasy worlds are filled with monsters. Some are harmless—many more are deadly. Luckily for the discerning adventurer, this book is here to help distinguish between the two. As a popular series sold at conventions and on Etsy, animators Blanca Martinez de Riuero and Joe Sparrow have compiled three volumes into one deluxe edition. Each creature comes with a full-color illustration, a set of

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simplified statistics, a description, and a history section indicating its folkloric history and the scientific phenomena that may have influenced its creation. With creatures like the Archdevil, Dryad, Fire Bat, Gold Dragon, Smoke Devil, Bomb Plant, Ettin, and Spirit Fox, any tabletop player will find the perfect creature for their next campaign.

This is a how-to guide to the essential techniques for capturing fantastic buildings, alien architecture, alternate realities, and ancient citadels. Exploring different media - traditional and digital - this text takes you step-by-step through the techniques you need for turning your own ideas into finished art.

Go where no artist has ever gone before. Bizarre terrains, enchanted forests, futuristic metropolises, ornate palaces—these are the places where adventure dwells. In this fun and fiercely original book from celebrated fantasy artist Tom Kidd, you'll learn how to set the scene for epic tales of adventure. Discover where Kidd finds his best ideas, the methods behind his glorious color sense, and how he turns it all into exquisite skies, glittering cities, spectacular rock formations, stormy seas, magnificent forests and other bold, breathtaking vistas. Learn to draw and paint fantastic settings in a way that makes them utterly believable Get imagination-sparking approaches for dreaming up these strange new realms, seeing the world around you with fresh eyes and finding ready inspiration in the most ordinary of places 13 step-by-step demonstrations show how ideas are developed into dynamic color oil and watercolor renderings, with some discussion of digital techniques This book is your ticket to destinations of absolute wonder and bizarre beauty. Thrill your viewers by transporting them to locales so vast and unreal, it will take their breath away.

This stylishly packaged full-color art guide enables artists of all abilities to create their own

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fantasy worlds and characters. Produce the angular skeleton of a dragon's wing, the ornate armor of a fearsome samurai, and the careful point of a wood elf's ear by following clear, step-by-step instructions. By completing an array of drawing projects, you will learn:

- Different materials and techniques
- Drawing proportions and poses
- How to create elaborate costuming
- And more!

Using the handy practice grids included in the book, you can then build up your own characters and creations, bringing your personal fantasy world to life. ABOUT THE SERIES: I Can Draw teaches a variety of specialist drawing styles, aimed at beginners or those wishing to hone their skills. With step-by-step instructions and practice grids to try out new techniques, these drawing guides help artists bring their ideas into actuality.

Everything you ever wanted to know about dragons, but were afraid to find out! Fantasy artists can now breathe easier thanks to this less perilous alternative to drawing dragons from life. Dracopedia offers you safe, easy access to the world's most prominent dragon species, from tiny, innocuous feydragons to the ferocious wyvern. For years, artist William O'Connor has traveled the globe, studying dragons in their natural environments. His findings, field notes and sketches have been compiled for the first time into this single, beautifully illustrated compendium--a natural and cultural history of the beasts as well as a step-by-step drawing workshop.

- Details of the anatomy, behavior, habitats and legends of 13 major dragon families
- Heavily illustrated with field sketches, anatomical studies and gesture drawings
- Shows the start-to-finish creation of 13 striking paintings, illustrating key concepts that apply to every medium
- Dragon demonstrations include: amphiptere, Arctic dragon, Asian dragon, basilisk, coatyl, dragon, dragonette, drake, feydragon, hydra, sea orc, wurm, wyvern

Dragons have terrorized and delighted humans for centuries--continue the tradition with Dracopedia. It's

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packed with inspiration for putting "fierce" into your fantasy art, as well as the facts to keep your dragons true to life.

This is a comprehensive guide that will lead beginners through the approaches and techniques needed to create great fantasy art. Part One provides a thorough grounding in all the theoretical and practical skills. Part Two shows how to put these skills into practice in a series of step-by-step demonstrations.

Get Rolling on Your Most Inventive Artwork Ever! What lurks in the shadows of your imagination? This book takes you deep into the dusty corners and dark recesses where your most original ideas lie in wait, showing you how to lure them out into daylight, and shape them into fantastic yet believable concept art. Experimentation is the cornerstone of Fantasy Genesis. A series of dice rolls and corresponding word lists present you with an infinite variety of jumping-off points and visual problems to solve. The challenge (and the fun) is to meld seemingly unrelated and everyday elements such as a caterpillar, seashells, fire or a hammer into exceptionally curious, grotesque, oddly beautiful and totally unexpected creations. • 40+ step-by-step mini-demonstrations illustrate basic techniques for drawing a wide range of fantasy elements and forms • 3 game variations (complete with game sheets) lead you to create fiercely imaginative objects, creatures and humanoids • 3 full-length demonstrations show how to play the game from your first rolls of the die to finished concept drawings Use this art-game as a warm-up, a bulldozer for creative-block or a daily sketching exercise to generate a stockpile of inspired beasties, heroes, costumes, weapons and other never-before-dreamt creations. It all starts with a roll, a word and your imagination.

With full-color and black-and-white illustrations, this comprehensive how-to book offers detailed

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instructions for creating an array of fantasy creatures, such as werewolves, dragons, griffins, and fairies, as well as fantastical settings, costumes, characteristics, and more. Original.

A step by step, fun and easy, informal guide to drawing the fantasy female figure, for the beginner .The author has put forth a simplified presentation of an uncomplicated approach to drawing the female fantasy form . It is filled with lots of easy to follow diagrams and drawings . It also includes advice , practical tips and instruction on how to draw the fantasy female , using a basic three step method . This book shows you how to develop your own technique and personal creative style of drawing .

An indispensable guide for anyone interested in improving and developing their fantasy art figures. Fantasy artists are unlikely to use models to draw from life but, to be successful, their creations must have a grounding in reality. This book by successful comic and fantasy artist Glenn Fabry, teaches you the principles of anatomy, from musculature and skeletal structure through to movement. You can then develop your artistic style by breaking and bending the rules of anatomy through practical exercises and demonstrations, accompanied by incredible finished artworks. The step-by-step exercises help you to fully understand the subtle movements that combine to create expressions, and the flowing movements that constitute actions. Anatomy for Fantasy Artists trains you in

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creating professional quality illustrations for comic book art, graphic novels, fantasy posters, sci-fi book covers and illustrations, and even computer games. In this book you will find valuable instruction from experts in the field, expanded from the original edition with additional pages that feature many more how-to, step-by-step illustrations. Instruction starts with the basics of human anatomical drawing and musculature, facial expressions, hands and body language, and then follows with a review of the principles of perspective and composition. Subsequent sections instruct on ways to distort, develop, and transform the human figure, giving it features that range from monstrous or magical to super-agile or larger than life, including dynamic poses for superheroes and villains, as well as fantasy female poses. Detailed artist's references and step-by-step instructions show how to build bodies that truly stretch the imagination. You also learn how to render characters in many different dynamic action poses, such as flying, spinning, punching, and jumping, as well as how to express each character's emotions through facial expressions. The cast of characters includes wizards, ogres, werewolves, winged avengers, goblins, aliens, enchantresses, barbarians, robots and more. Author Glenn Fabry is a successful comic book and fantasy artist who has spent many years working in this field including work for both DC and Marvel Comics. Through his professional experience he has honed

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his skills, which he generously shares in this book, alongside professional artists Michael Cunningham and Ben Cormac.

Master the art of drawing fantastical heroes, villains, and monsters - from noble knights and steampunk aeronauts, to mighty dragons and vicious vampires. This spellbinding how-to book is packed full of ingenious tips, techniques, and clear, step-by-step guides. Now grab a pencil and create your own thrilling adventures! Perfect for kids aged 8+.

From Lovecraft to Borges to Gaiman, a century of intrepid literary experimentation has created a corpus of dark and strange stories that transcend all known genre boundaries. Together these stories form *The Weird*, and its practitioners include some of the greatest names in twentieth and twenty-first century literature. Exotic and esoteric, *The Weird* plunges you into dark domains and brings you face to face with surreal monstrosities. You won't find any elves or wizards here...but you will find the biggest, boldest, and downright most peculiar stories from the last hundred years bound together in the biggest *Weird* collection ever assembled. *The Weird* features 110 stories by an all-star cast, from literary legends to international bestsellers to Booker Prize winners: including William Gibson, George R. R. Martin, Stephen King, Angela Carter, Kelly Link, Franz Kafka, China Miéville, Clive Barker, Haruki Murakami, M. R. James, Neil Gaiman,

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Mervyn Peake, and Michael Chabon. The Weird is the winner of the 2012 World Fantasy Award for Best Anthology At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

This special collection brings together Tim Hildebrandt's finest paintings and drawings, including the famous Tolkien calendar, paintings from "Billy Goats Gruff", and the famous "Star Wars" poster in various stages of production. Full color.

Masters and Legends of Fantasy Art, 2nd Edition is the ultimate guide to fantasy, sci-fi, and comic art techniques, advice, and theory. Packed with 22 in-depth interviews and amazing workshops from the biggest names in the genre, you'll learn everything you need to know to paint like these fantasy art masters.

Discover how to create classic fantasy, imaginative sci-fi, and comic art, with advice on how to tell visual stories, make inspired illustrations, and create strong characters. You'll also learn how to paint better spaceships, faeries, aliens, and elf rangers, with plenty of tips about creating a traditional or modern look using digital techniques. A core skills section offers basic training on topics such as using custom brushes and rendering realistic materials like cloth, rock, silk, fur, and shiny metal. A free CD and download link offers video workshops with the artists, layered image files and more. Featured artists in the new 2nd edition

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include: * Frank Frazetta * H.R. Giger * Syd Mead * Boris Vallejo & Julie Bell * James Gurney * Chris Foss * Charles Vess * Adam Hughes * Andrew Jones

Angels have been many things to many people throughout the centuries—emissaries of the divine, harbingers of holy wrath, symbols of enduring beauty and great power ... In this book, with Angela Sasser's graceful artwork guiding the way, you'll discover how to bring to life your own divine visions.

Beginning with the basics and progressing through 20+ step-by-step demonstrations, you'll learn how to: Combine the ethereal luminosity of watercolor with the subtle textures and striking contrasts of colored pencil and ink. Depict realistic anatomy, including bodies, faces, hands and wings. Suggest character and mood with accessories like clothing, weaponry, halos and tattoos. Create the perfect backdrops, including clouds, flowers, stone and stained glass. Bring it all together in 8 full-length painting demonstrations, from butterfly guardians and romantic muses to demon slayers and the Archangel of Death. Or follow your own inspirations to create angels unbound by convention and reflective of your personal spirit.

Provides instructions on the basics of human anatomical drawing, perspective, and composition and provides methods for transforming the human figure into a fantasy figure.

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This is a breathtaking new practical art course that completely demystifies the drawing and sketching techniques of master fantasy artist John Howe. Learn the basics of drawing as John reveals the secrets behind choosing the best materials and the correct methods for holding and using pencils.

Book description to come.

Heavily illustrated and highly detailed, Gary A. Lippincotts instruction manual for art students seeking professional entry in the fantasy art field guides them from conception of an art idea to publication, emphasizing methods for creating magical, mythical, and monstrous characters that inhabit worlds of fantasy and wonder. More than 350 color illustrations. Barrons Educational Series

Drawing fantasy, manga and comic book characters is very popular at the moment. These areas appeal to a wide range of budding artists from schoolboys wanting to make their own graphic novels to those wanting to develop fantasy games on their computers. This book is a good, sound text on how to develop characters - a bit of personality but mostly how to work up preliminary sketches to the final finished character. There are sample pages from various artists' sketchbooks and lots of drawings in different poses to show how to convey different features, postures and movement. There are also outline figures that can be traced and then coloured in or developed further. All in all, this is a useful sourcebook for anyone interested in drawing fantasy figures. It is in the handy wirebound format.

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There are over 50 stunning examples featured, offering inspiration and guidance to aspiring fantasy artists.

Do you know what a murder hole is? –Or why a chimera is three times worse than most monsters? –What would be better for storming castles, a trebuchet or a kopesh? ––To find the answers to these questions, you need this fascinating guide to transport yourself to fantasy's mysterious worlds. Featuring an introduction by mega-best-selling author Terry Brooks, the Writer's Complete Fantasy Reference reveals the facts behind the fantasy, giving you the details you need to make your fiction vibrant, captivating and original. ––From classic medieval witchcraft to ancient Mesoamerican civilizations, every chapter will spark your creativity. An invaluable resource, it will also help you fill your writing with inventive new ideas rooted in accurate descriptions of the world's most intriguing legends, folklore and mysticism. ––Take this guide, venture into the fantastic, and create magical realms alive with detail. Great stories await you!

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