

John Howe Fantasy Drawing Workshop

Coloring Dragons
The Fantasy Illustrator's Technique Book
The Art of Drawing Fantasy Characters
John Howe Forging Dragons
Dreamscapes Magical Menagerie
Smaug John Howe Fantasy Drawing Workshop
A Sense of the World
Struggle Drawing Wildlife
How to Draw and Paint Fantasy Architecture
Painting and Illumination in Early Renaissance
Florence, 1300-1450
The Hobbit: The Battle of the Five Armies
Chronicles: Art & Design
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Coloring Dragons

With handsome young men who never grow old, and the strangest of relatives appearing from dark corridors and long shadows, the frenzied imagination

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of the American Gothic is a fertile theme for this next anthology in the Gothic fantasy short story series. As with other titles in the series, new short fiction complements the work of classic authors including: Gertrude Atherton, Ambrose Bierce, Charles Brockden Brown, George Washington Cable, Charles W. Chesnutt, Kate Chopin, Ralph Adams Cram, Stephen Crane, Emma Dawson, Mary E. Wilkins Freeman, Charlotte Perkins Gilman, Ellen Glasgow, Nathaniel Hawthorne, Washington Irving, Shirley Jackson, Sarah Orne Jewett, Grace King, H.P. Lovecraft, Herman Melville, W.C. Morrow, Flannery O'Connor, Edgar Allan Poe, Annie Trumbull Slosson, Clark Ashton Smith, Harriet Prescott Spofford, Harriet Beecher Stowe, Edith Wharton, Madeline Yale Wynne.

The Fantasy Illustrator's Technique Book

He was known simply as the Blind Traveler -- a solitary, sightless adventurer who, astonishingly, fought the slave trade in Africa, survived a frozen captivity in Siberia, hunted rogue elephants in Ceylon, and helped chart the Australian outback. James Holman (1786-1857) became "one of the greatest wonders of the world he so sagaciously explored," triumphing not only over blindness but crippling pain, poverty, and the interference of well-meaning authorities (his greatest feat, a circumnavigation of the globe, had to be launched in secret). Once a celebrity, a bestselling author, and an inspiration to Charles Darwin and Sir Richard Francis Burton, the charismatic, witty Holman outlived his fame, dying in an obscurity that has endured -- until now. A Sense of

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the World is a spellbinding and moving rediscovery of one of history's most epic lives. Drawing on meticulous research, Jason Roberts ushers us into the Blind Traveler's uniquely vivid sensory realm, then sweeps us away on an extraordinary journey across the known world during the Age of Exploration. Rich with suspense, humor, international intrigue, and unforgettable characters, this is a story to awaken our own senses of awe and wonder.

The Art of Drawing Fantasy Characters

Everything you need to know to create Sci-fi art With reference to creative painting programmes including Photoshop, the book explains, with the help of step-by-step instructions and screen grabs, how to progress from basic 'pencil' roughs to the finished colour art.

John Howe Forging Dragons

"In easy-to-follow, step-by-step detail, Drawing Dragons teaches you all the tricks and techniques you'll need to create your own amazing dragons"-- P. 4 of cover.

Dreamscapes Magical Menagerie

Here is the classic English fairy tale, retold and illustrated with great sweep and power by one of the most talented of today's young illustrators. John Howe's pictures of both Jack's earthly home and the giant's kingdom in the sky are rendered with such immediacy that they establish this title as a book to

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be collected now and savored for years to come.

Smaug

This richly illustrated book celebrates in words and pictures the beautiful work that award-winning artist Alan Lee produced for J.R.R. Tolkien's *The Hobbit*, and includes dozens of brand-new paintings and pencil drawings exploring the world of Bilbo Baggins.

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"Here's how I do it, and why" This is the premise behind John Howe's first practical exploration of his artistic inspirations, approaches and techniques. This title will appeal to practical artists and fans of John Howe's work by providing step-by-step demonstrations, sketches and outstanding finished paintings, some designed specifically for this book. It covers a wide range of subjects essential to any aspiring fantasy artist, including materials and the creative process, and drawing and painting humans, beasts, landscapes and architecture. The final section of the book provides further inspiration and guidance on presenting work in various forms including film work, book covers and advertising, all areas John Howe has vast experience in. It includes a foreword written by groundbreaking film director, Terry Gilliam, with an Afterword by Alan Lee, the Oscar winning world-class illustrator.

A Sense of the World

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A stunning look at the creative process behind *The Hobbit: The Battle of the Five Armies*—the third and final installment of one of the world's biggest motion picture franchises from Academy Award-winning filmmaker Peter Jackson. Working closely with the film's production staff, the award-winning team at WETA brings together more than 240 pages of spectacular four-color visuals, including hundreds of images of concept artwork, photographs, development paintings, and more created by the artists and designers working behind the scenes. Movie photography and finished imagery accompany the sketches and drawings, showing how the artists' vision was realized from design to final product. Chock full of insider stories, details, and insights, *The Hobbit: The Battle of the Five Armies Chronicles: Art & Design* also includes a special bonus feature—a three-page fold-out sure to delight fans and become a treasured collectible.

Struggle

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.

Drawing Wildlife

Dick Jude, author of the previous book, brings together the work of 10 more of the brightest talents

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in the business, who once more give us an insight into their working methods and inspirations. Some of the press comments on Fantasy Art of the New Millennium - 'Apart from the sheer pleasure of gazing, there's a lot to be learned in this superior graphics treasury. Beautiful images, superbly reproduced.' Time Out' book full of wonder. It's a brilliant look at artwork, past, present and future and if you don't have it, add it to your Christmas list now.' Starburst ' beautiful book, packed with enormous, lavish illustrations from each of the artists involved affords a glimpse into the minds of many of the genre's finest painters and illustrators and it'll look great on your coffee table.'

How to Draw and Paint Fantasy Architecture

How did the filmmakers manage to take the Dragon that has lived in millions of readers' imaginations and turn him into a totally unique and unforgettable living, breathing character? The answer can be found in Smaug: Unleashing the Dragon. Packed with stunning, exclusive new images, it reveals how he grew out of countless fantastical concept designs into the beast that is unleashed in awesome digital glory. Compiled by the Academy Award-winning Weta Digital and Weta Workshop teams, who provide fascinating insights telling the story of the Dragon's creation, this is the perfect companion for every fan who was blown away by Smaug, the Magnificent!

Painting and Illumination in Early

Renaissance Florence, 1300-1450

The Hobbit: The Battle of the Five Armies Chronicles: Art & Design

Presents illustrations of lost worlds defined in histories, myths, legends and folklore, including such places as Aratta, Atlantis, Camelot, and Ultima Thule.

Lost Worlds

In the seventh of an eight-part volume, the story begins in, of all places, Las Vegas! Casey gets away from it all and finds herself in the middle of a seedy mystery until Katchoo takes matters into her own hands, then takes everyone home to Houston. As Katchoo's art career blossoms and Francine settles into married life, David devises a plan to reunite them, with Mary Midnight at the center of the plot! As things heat up between Francine and Katchoo, David receives news that nobody wants to hear. Could Tambi be his only hope?

American Gothic Short Stories

An overview of the art of Stanislaw Szukalski. Szukalski (1893-1987) was one of the great sculptors of the 20th Century. Due to geopolitical upheavals in his native land, Poland, a large proportion of his work was destroyed. Yet thanks to the efforts of a group of dedicated art patrons, art critics, and personal acquaintances, the work of Szukalski is being

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rediscovered. This is the first critical view of his work published since 1923, and contains writings, drawings, and photographs of his sculpture.

Myth and Magic

A portfolio of over 100 of John Howe's Tolkien and fantasy covers, calendars and exhibition paintings, with supporting notes, sketches and photographs by the artist. Includes Foreword by Peter Jackson, director of the \$300 million film trilogy. For the first time ever, a portfolio of illustrated work from the award-winning artist John Howe, which reveals the breathtaking vision of one of the foremost fantasy artists in the world. Myth & Magic is arranged into six sections, that look at the books by J R R Tolkien that have inspired John - The Hobbit, The Lord of the Rings, The Silmarillion and The History of Middle-earth - and is complemented by a fascinating tour through the paintings that he has produced for some of the finest fantasy authors working today. From the beloved painting of Smaug which decorates The Hobbit, his numerous and bestselling calendar illustrations, the world famous 'Gandalf' picture, which is synonymous with the HarperCollins one-volume edition of The Lord of the Rings, this large-format hardback will delight fans of Tolkien and anyone who has been captured by the imagination of the artist who so brilliantly brings to life the literary vision of J R R Tolkien.

Draw & Paint the Realm of Faerie

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Pictura showcases a stunning range of art to collect and admire and encourages beginning to advanced artists to put their own stamp of creativity on the artwork by coloring it in. Its unique accordion foldout format makes it an attractive decorative piece that can be displayed and shared with others. Some of the world's most famous and respected illustrators set the foundation of the artwork by creating beautiful, original, and imaginative scenes. It is up to the individual to color in these spectacular settings, enhancing the scenes and adding their own personal touch. Coloring Dragons features the unique art of John Howe, famous artist and creator of fantastical worlds and beasts and concept artist on the Lord of the Rings and The Hobbit films. Through John's work, artists are transported to a magical world of dragons. On the flip side of the panel, this world-famous master offers his expertise and advice about basic drawing skills and the tools and materials needed to draw dragons. With so many details packed into an 8-panel display, Coloring Dragons invites artists to discover hidden mythical creatures and legendary beasts as they color their way through this labyrinthine world of charm and fantasy.

Painting Fantasy Landscapes & Cityscapes

One of the world's finest fantasy artists, Ed Org, takes you on an awe-inspiring journey into the realm of faerie. This book presents practical step-by-step instructions on pencil and colour techniques to help you to create beautiful faerie characters in striking

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surroundings. It includes an indispensable photo reference of models and props, including costumes, masks and weapons, which you can use to get the most out of your faerie art. It concludes with a stunning gallery selection of Ed Org's finest pieces, topping off a truly inspiring package for any lover of this magical realm.

Strangers in Paradise

"How to Draw Cool Stuff: Basics, Shading, Texture, Pattern and Optical Illusions" is the second book in the How to Draw Cool Stuff series. Inside you will find simple illustrations that cover the necessities of drawing cool stuff. Specific exercises are provided that offer step-by-step guidelines for drawing a variety of subjects. Each lesson starts with an easy-to-draw shape that will become the basic structure of the drawing. From there, each step adds elements to that structure, allowing the artist to build on their creation and make a more detailed image. Starting with the basic forms, the artist is provided a guide to help see objects in terms of simplified shapes. Instructions for shading to add depth, contrast, character and movement to a drawing are then covered. The varieties of texture and pattern that can be included in an artwork offer another layer of interest and depth to a design. These elements are necessary to indicate the way something looks like it feels in a work (texture) or creating the repetition of shapes, lines or colors (patterns). Illustrated optical illusions involve images that are sensed and perceived to be different from what they really are,

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showing examples of how the mind and the eyes can play tricks on each other. All you need is a piece of paper, a pencil and an eraser and you are ready to draw cool stuff. Once the drawing is complete, it can be colored, shaded or designed in any way you like to make it original. Following these exercises is a great way to practice your craft and begin seeing things in terms of simple shapes within a complex object.

Jack and the Beanstalk

Documents the creative process of concept design by 3 students from the Art Center College of Design under the guidance of their instructor, Scott Robinson. The concept design includes a host of intriguing places and people, inspired by the Brothers Grimm's tale "The skillfull huntsman". Discussion of ideas and techniques used to create this stunning collection of artwork between Robertson and his students reveal insights on the behind-the-scenes action of concept design.

Art of the Jungle Book

Create Fantasy Creatures & Animals with Watercolor! Dreamscapes artist Stephanie Pui-Mun Law weaves her spell once again, this time with a focus on winged, underwater and four-legged creatures that captivate with their grace and impossible beauty. Step by step, you'll learn how to partner with watercolor to paint koi, the Phoenix, Pegasus and other fantastical creatures to inhabit your otherworlds. Bring life to beasts of water, sky and woods. Follow along, step by

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step, to create sea turtles, owls, earth dragons more than 20 mythical and real-world creatures. Expand your watercolor techniques. This book covers everything from the basics of assembling your tools and selecting paper, to tips for making colors sing and techniques for evoking mysterious, underwater, woodland and celestial settings. Embrace the possibilities! Sparkling with a sense of whimsy and wonder, and peppered with bits of legend and lore to inform and inspire your art, *Dreamscapes Magical Menagerie* opens your eyes to the makings of fantasy all around you. If you can dream it, you can paint it!

The Hobbit

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

The Skillful Huntsman

Presents step-by-step instructions for drawing over sixty species of wildlife, including bears, deer, and squirrels.

Fantasy Art Masters

The ultimate celebration of the second *Hobbit* movie reveals the full creative vision of the art and design teams with more than 1,000 exclusive images and photos, including designs and concepts that never made it to the big screen. *The Hobbit: The Desolation*

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of Smaug Chronicles - Art & Design explores and celebrates the creative vision of the second film in Academy Award-winning filmmaker Peter Jackson's trilogy adaptation of The Hobbit by J.R.R Tolkien. This lavish volume follows Bilbo, Gandalf and Thorin's Company of Dwarves eastward, through hitherto unseen regions of Middle-earth, on their quest to reclaim the lost realm of Erebor from the Dragon Smaug. Exploring the design and development of the environments, cultures, creatures and artefacts encountered by the characters, it is filled with more than 1,000 stunning images of conceptual art, supplementary photographs and detailed commentary provided by the film's cast and crew. As a bonus feature, unique to this book, there is a special fold-out replica of the portrait of the Master of Lake-town, played by Stephen Fry, exactly as it appears in the film. Compiled by Weta Workshop senior concept designer Daniel Falconer, this is the third book in The Hobbit: Chronicles series and it has been created in full collaboration with key members of the production's creative team to ensure the most comprehensive and authentic film companion possible.

John Donne Poets for Pleasure

A comprehensive selection of Donne's works which contains, in addition to the poems, excerpts from all the prose writings, among them relatively unfamiliar items such as Donne's private letters, his comic onslaught on the Jesuits Ignatius His Conclave and his defense of suicide Biathanatos. Over 130 excerpts

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from the sermons are drawn from all 16 years of Donne's preaching career, culminating in the full text of his last sermon Death's duel. In the introduction, editor John Carey, author of the acclaimed critical biography *John Donne: Life, mind and art* locates Donne's writing in its turbulent social and historical context.

Non-places

The ability to draw the human form accurately and competently is a primary goal for many aspiring artists, despite the current trend in the art establishment away from figurative subjects. The book is intended for anyone who wants to discover every aspect of what for centuries was regarded as the real test of an artist's mettle. Renowned teacher and artist Barrington Barber begins his exploration with anatomy, an understanding which is vital if the artist is to handle form and translate what he sees into a believable representation of life. He goes on to look at the whole figure: clothed, drawn from life, in action and in detail. Supported by sections on composition, styles and a step-by-step guide to a final composition, he has once again achieved a brilliantly inspirational art book. Comprehensive, easy to follow and packed with over 300 of Barrington Barber's illustrations, *The Fundamentals of Figure Drawing* is a must for artists of all abilities.

Fantasy Art Workshop

Anyone with a little persistence and the desire can

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learn to draw well - this is the starting point for The Fundamentals of Drawing, a practical and comprehensive course for students of all abilities. Opportunities for practice and improvement are offered across a wide spectrum of subjects - still life, plants, landscapes, animals, figure drawing and portraiture - and supported by demonstrations of a broad range of skills and techniques, including perspective and composition. The methods used in The Fundamentals of Drawing have been practised through the centuries by art students and professional artists. They are time-honoured and proven. Barrington Barber brings his invaluable expertise as a working artist and teacher to the task of showing you how to use them effectively to create successful drawings. No matter what your level of expertise, you will find his clear approach encouraging and his way of teaching inspirational.

The Fundamentals of Drawing

Heavily illustrated and highly detailed, Gary A. Lippincott's 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

Mastering Fantasy Art - Drawing Dynamic Characters

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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.

How to Draw Cool Stuff

John Howe Fantasy Art Workshop

"Discover the creative processes and intriguing inspirations behind the work of leading fantasy artist John Howe, in his first-ever practical art book" --Cover, p. 4.

Castles

A retelling of the knightly adventures of Yvain and his faithful lion, culminating in his reconciliation with the proud lady Ludine.

The Fundamentals of Figure Drawing

The Hobbit Sketchbook

Fun with a Pencil

Let acclaimed Tolkien artist John Howe take you on an unforgettable journey across Middle-earth, from Bag

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End to Mordor, in this richly illustrated sketchbook fully of previously unseen artwork, anecdotes and meditations on Middle-earth.

John Howe

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 Middle-earth Traveller: Sketches from Bag End to Mordor

Medieval, Celtic, and Gothic dragons, along with sea dragons and fire dragons, are featured in an informative guide to the myths and legends of these powerful creatures with working sketches of the artist's creations and the techniques used to draw and paint them.

The Knight with the Lion

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The Art of The Jungle Book provides an in-depth look at Disney's latest film. Dazzling concept art, behind-the-scenes photography, CG designs, and more come together to highlight the visual spectacle of the film. Delving into the film's interpretation of iconic Jungle Book elements, from beloved characters such as Baloo to the jungle itself, the book lavishly illustrates the magic behind the art of the film.

Drawing Dragons

. By way of introduction to the objects themselves are three essays. The first, by Laurence B. Kanter, presents an overview of Florentine illumination between 1300 and 1450 and thumbnail sketches of the artists featured in this volume. The second essay, by Barbara Drake Boehm, focuses on the types of books illuminators helped to create. As most of them were liturgical, her contribution limns for the modern reader the medieval religious ceremonies in which the manuscripts were utilized. Carl Brandon Strehlke here publishes important new material about Fra Angelico's early years and patrons - the result of the author's recent archival research in Florence.

Fantasy Creatures

A provocative study of the 'non-space' which defines our age's love for excess of information and space.

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