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Want to create studio-quality work and get noticed? Just coming off Flash and looking for a Toon Boom intro? Are you a traditional pencil-and-paper animator? From scene setup to the final render, learn how to navigate the Toon Boom interface to create animation that can be published on a variety of platforms and formats. Animate to Harmony guides you through Toon Boom's Animate, Animate Pro and Harmony programs, teaching you how to create high-quality 2D animation of all complexities. The main text focuses on features that are common across all three programs while "Advanced Techniques" boxes throughout the book elaborate on Pro and Harmony features, appealing to all levels of experience with any of the three main Toon Boom products.

“Donald Crafton, our lively guide, shows us around a Tooniverse populated by performers, not just images, who engage us in all the ways their flesh-and-blood counterparts do, and then some. Taking classical animation as his terrain, Crafton nevertheless pushes ongoing discussions of performance, liveness, and corporeality in the directions in which they need to go if they are to help us describe and navigate our

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increasingly virtual worlds.” Philip Auslander, author of *Liveness: Performance in a Mediatized Culture* "Every once in a while a book comes along that marks a transformational point in its discipline. Such a book is Donald Crafton's *Shadow of a Mouse*. Crafton skillfully draws together theoretical sources, animation history, technological development, and social analysis, deftly weaving together thinkers from Disney to Deleuze and Sito to Stanislavsky. The result is a substantial rethinking of animation that will reshape traditional approaches to the medium. Crafton's magisterial grasp of theory and history is livened by a true fan's passion for the subject and a keen sense of humor. *Shadow of a Mouse* is a must-read for anyone with an interest in performance, embodiment, popular culture, race, or reception." Mark Langer, Associate Professor of Film Studies, Carleton University

Drawing and sketching are central to the art of animation and can be crucial tools in designing and developing original stories, characters and layouts. *Sketching for Animation* offers a wealth of examples, exercises and tips from an army of professional animators to help you develop essential sketching, technical drawing and ideation techniques. With interviews and in-depth case studies from some of today's leading animators, including Bill Plympton, Glen Keane, Tori Davis and John Canemaker, this is a unique guide to turning your sketchbook - the world's cheapest, most portable pre-visualisation tool - into your own personal animation armory.

Sadly the days of the traditional studio apprenticeship in animation are long gone but

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this book enables the reader to find the next best thing, watching and observing a Master Animator at work. Become Tony White's personal animation apprentice, and experience the golden era of the great Disney and Warner Brothers studios right in your own home or studio. Tony White's Animation Master Class is uniquely designed to cover the core principles of animated movement comprehensively. It offers a DVD with animated movies and filmed excerpts of the author at his drawing board to illustrate the concepts as the work is being created. Tony White's Animation Master Class offers secrets and unique approaches only a Master Animator could share. The book comes out of the author's six years of real-world professional experience teaching animation, and 30 years of professional experience. Whether you want to become a qualified animator of 2D, 3D, Flash or any other form of animation, Tony White's foundations bring you closer to that goal. The DVD is invaluable, in that readers are not only taught principles and concepts in the book, they are able to see them demonstrated in action in the movies on the DVD.

Shortlisted for the 2021 Booker Prize Longlisted for the 2021 National Book Award for Fiction A heartrending new novel from the Pulitzer Prize-winning and #1 New York Times best-selling author of *The Overstory*. Named one of the Most Anticipated Books of 2021 by Newsweek, Los Angeles Times, New York Magazine, Chicago Tribune, BuzzFeed, BookPage, Goodreads, Literary Hub, The Millions, New Statesman, and Times of London The astrobiologist Theo Byrne searches for life throughout the

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cosmos while single-handedly raising his unusual nine-year-old, Robin, following the death of his wife. Robin is a warm, kind boy who spends hours painting elaborate pictures of endangered animals. He's also about to be expelled from third grade for smashing his friend in the face. As his son grows more troubled, Theo hopes to keep him off psychoactive drugs. He learns of an experimental neurofeedback treatment to bolster Robin's emotional control, one that involves training the boy on the recorded patterns of his mother's brain... With its soaring descriptions of the natural world, its tantalizing vision of life beyond, and its account of a father and son's ferocious love, *Bewilderment* marks Richard Powers's most intimate and moving novel. At its heart lies the question: How can we tell our children the truth about this beautiful, imperiled planet?

Action Analysis is one of the fundamental principles of animation that underpins all types of animation: 2d, 3d, computer animation, stop motion, etc. This is a fundamental skill that all animators need to create polished, believable animation. An example of Action Analysis would be Shrek's swagger in the film, *Shrek*. The animators clearly understood (through action analysis) the type of walk achieved by a large and heavy individual (the real) and then applied their observations to the animated character of an ogre (the fantastic). It is action analysis that enabled the animation team to visually translate a real life situation into an ogre's walk, achieving such fantastic results. Key animation skills are demonstrated with in-depth illustrations, photographs and live

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action footage filmed with high speed cameras. Detailed Case Studies and practical assignments ground action analysis methodology with real life examples. Action Analysis for Animators is a essential guide for students, amateurs and professionals. \* A title that unites classic principles of Action Analysis with contemporary workflows. Apply the practices of action analysis to any animaton process. \* Extensive illustrations of people and animals in motion that break down the action of animals and humans in a step-by-step manner. \* Tips included throughout the book on how to capture motion and analyse action. \* Detailed case studies illustrated with line drawings, diagrams, photographs and live action footage, integrate real world examples with practical knowledge. \* Website included as a resource for amateur and experience animators, featuring Short Animations and Live Action examples juxtaposed with stills of animals and humans in motion.

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

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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.

Packed with illustrations that illuminate and a text that entertains and informs, this book explains the methods and techniques of animation preproduction with a focus on story development and character design. Story is the most important part of an animated film—and this book delivers clear direction on how animators can create characters and stories that have originality and appeal. Learn how the animation storyboard differs from live action boards and how characters must be developed simultaneously with the story. Positive and negative examples of storyboard and character design are presented. Rudger, an imaginary playmate, must find his friend Amanda before he fades away to nothing while eluding the only other person who can see him, evil Mr. Bunting, who hunts—and possibly even eats—imaginaries.

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Five Oceans in a Teaspoon is a memoir in short visual poems, written by poet/investigative journalist Dennis J Bernstein, typographic visualizations by designer/author Warren Lehrer. As with his journalism, Bernstein's poems reflect the struggle of everyday people trying to survive in the face of adversity. Divided into eight chapters, it spans a lifetime, lifetimes: growing up confused by dyslexia and a parent's alcoholism; graced by pogo sticks, boxing lessons and a mother's compassion; becoming a frontline witness to war and its aftermaths, to prison, street life, poverty, love and loss, to open heart surgery, caring for aging parents and visitations from them after they're gone. Lehrer's typographic compositions give form to the interior, emotional and metaphorical underpinnings of the poems. Together, the writing and visuals create a new whole that engages the reader to become an active participant in the navigation, discovery, and experience of each poem.

“It might be the best book on animals I’ve ever read. It’s also the only one that’s made me laugh out loud.” —Helen Macdonald, *The New York Times* Book Review Beginning with Yuka, a 39,000-year-old mummified woolly mammoth recently found in the Siberian permafrost, each of the sixteen essays in *Animals Strike Curious Poses* investigates a different famous animal named and immortalized by humans. Modeled loosely after a medieval bestiary, these witty, playful, whip-smart essays, from a winner of a Whiting Award for nonfiction, traverse history, myth, science, and more, bringing each beast vibrantly to life. “Stunning . . . Passarello’s keen wit is on display throughout as she raises questions about the uniqueness of humans. . . . A feast of surprising juxtapositions and gorgeous prose.” —*Publishers Weekly* (starred review) “I’ve spent decades reading books on the roles animals play in human cultures, but none have ever made me think, and feel, as much as this one. It’s a devastating meditation on our

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relationship to the natural world.” —Helen Macdonald, *The New York Times Book Review*

*The Animator's Sketchbook* will teach students of animation how to improve their work through observation and drawing. It will show readers how to access their inner "animator." With over 60 different gesture and drawing exercises, this book enhances vision, analysis, understanding, and the core skills required to become a master animator. Filled with extensive practice pages, Tony White's *Sketchbook*, invites students to demonstrate what they learn. Each exercise is timed, so that the skills acquired, are optimized for efficiency and comprehension. The style and technique of the art produced will be entirely up to the reader, thus making no two sketchbooks alike.

*Animated Performance* shows how a character can seemingly 'come to life' when their movements reflect the emotional or narrative context of their situation: when they start to 'perform'. The many tips, examples and exercises from a veteran of the animation industry will help readers harness the flexibility of animation to portray a limitless variety of characters and ensure that no two performances are ever alike. More than 300 color illustrations demonstrate how animal and fantasy characters can live and move without losing their non-human qualities and interviews with Disney animators Art Babbitt, Frank Thomas, Ollie Johnston and Ellen Woodbury make this a unique insight into bringing a whole world of characters to life. New to the second edition: A new chapter with introductory exercises to introduce beginner animators to the the world of animated acting; dozens of new assignments and examples focusing on designing and animating fantasy and animal characters.

Instant *New York Times* Bestseller One of Fall 2019's Best Books (People, EW, Lithub, Vox, Washington Post, and more) A young boy is haunted by a voice in his head in this acclaimed



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epic of literary horror from the author of *The Perks of Being a Wallflower*. Christopher is seven years old. Christopher is the new kid in town. Christopher has an imaginary friend. We can swallow our fear or let our fear swallow us. Single mother Kate Reese is on the run.

Determined to improve life for her and her son, Christopher, she flees an abusive relationship in the middle of the night with her child. Together, they find themselves drawn to the tight-knit community of Mill Grove, Pennsylvania. It's as far off the beaten track as they can get. Just one highway in, one highway out. At first, it seems like the perfect place to finally settle down. Then Christopher vanishes. For six long days, no one can find him. Until Christopher emerges from the woods at the edge of town, unharmed but not unchanged. He returns with a voice in his head only he can hear, with a mission only he can complete: Build a treehouse in the woods by Christmas, or his mother and everyone in the town will never be the same again. Twenty years ago, Stephen Chbosky's *The Perks of Being a Wallflower* made readers everywhere feel infinite. Now, Chbosky has returned with an epic work of literary horror, years in the making, whose grand scale and rich emotion redefine the genre. Read it with the lights on.

Detailed text and drawings illuminate how to conceive animated characters.

A boy discovers a bizarre-looking creature while out collecting bottle-tops at a beach. Having guessed that it is lost, he tries to find out who owns it or where it belongs, but the problem is met with indifference by everyone else, who barely notices its presence. Each is unhelpful in their own way; strangers, friends, parents are all unwilling to entertain this uninvited interruption to day-to-day life. In spite of his better judgement, the boy feels sorry for this hapless creature, and attempts to find out where it belongs.

Ed Hooks' essential acting guidebook for animators has been fully revised and updated in this

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4th edition. Hooks uses classical acting theory – from Aristotle to Stanislavsky and beyond – to explain everything from character analysis and physical movement to facial expression and scene structure. He speaks directly to animators, instead of stage or screen actors. *Acting for Animators* is an invaluable primer for beginner animators and a useful reference for experienced pros. New to this fourth edition: - 6 new scene-by-scene acting analyses of animated feature films, including *Zootopia* and *The Little Prince* - an annotated analysis of Walt Disney's famous 1935 memo to Don Graham, regarding how best to train animators - advice to the animator about how best to perform visual references - a chapter on Virtual Reality - an online database of Ed's previous film analyses, all in one place.

Discover the lessons that helped bring about a new golden age of Disney animation! Published for the first time ever, *Drawn to Life* is a two volume collection of the legendary lectures from long-time Disney animator Walt Stanchfield. For over twenty years, Walt helped breathe life into the new golden age of animation with these teachings at the Walt Disney Animation Studios and influenced such talented artists as Tim Burton, Brad Bird, Glen Keane, and John Lasseter. These writings represent the quintessential refresher for fine artists and film professionals, and it is a vital tutorial for students who are now poised to be part of another new generation in the art form. Written by Walt Stanchfield (1919-2000), who began work for the Walt Disney Studios in the 1950s. His work can be seen in films like *Sleeping Beauty*, *The Jungle Book*, *101 Dalmatians*, and *Peter Pan*. Edited by Academy Award®-nominated producer Don Hahn, who has produced such classic Disney films as *Beauty and the Beast* and *The Lion King*.

This book is open access and available on [www.bloomsburycollections.com](http://www.bloomsburycollections.com). It is funded by

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Knowledge Unlatched. Scanning historical and current trends in animation through different perspectives including art history, film, media and cultural studies is a prominent facet of today's theoretical and historical approaches in this rapidly evolving field. Global Animation Theory offers detailed and diverse insights into the methodologies of contemporary animation studies, as well as the topics relevant for today's study of animation. The contact between practical and theoretical approaches to animation at Animafest Scanner, is closely connected to host of this event, the World Festival of Animated Film Animafest Zagreb. It has given way to academic writing that is very open to practical aspects of animation, with several contributors being established not only as animation scholars, but also as artists. This anthology presents, alongside an introduction by the editors and a preface by well known animation scholar Giannalberto Bendazzi, 15 selected essays from the first three Animafest Scanner editions. They explore various significant aspects of animation studies, some of them still unknown to the English speaking communities.

From the incomparable Emmy, Grammy, and Tony Award winner, a powerful and revealing autobiography about race, sexuality, art, and healing It's easy to be yourself when who and what you are is in vogue. But growing up Black and gay in America has never been easy. Before Billy Porter was slaying red carpets and giving an iconic Emmy-winning performance in the celebrated TV show Pose; before he was the groundbreaking Tony and Grammy Award-winning star of Broadway's Kinky Boots; and before he was an acclaimed recording artist, actor, playwright, director, and all-around legend, Porter was a young boy in Pittsburgh who was seen as different, who didn't fit in. At five years old, Porter was sent to therapy to "fix" his effeminacy. He was endlessly bullied at school, sexually abused by his stepfather, and

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criticized at his church. Porter came of age in a world where simply being himself was a constant struggle. Billy Porter's *Unprotected* is the life story of a singular artist and survivor in his own words. It is the story of a boy whose talent and courage opened doors for him, but only a crack. It is the story of a teenager discovering himself, learning his voice and his craft amidst deep trauma. And it is the story of a young man whose unbreakable determination led him through countless hard times to where he is now; a proud icon who refuses to back down or hide. Porter is a multitalented, multifaceted treasure at the top of his game, and *Unprotected* is a resonant, inspirational story of trauma and healing, shot through with his singular voice. Young Clara would rather play with her imaginary giant fish, Asha, than settle down to sleep. When you wish upon a star', 'Whistle While You Work', 'The Happiest Place on Earth' - these are lyrics indelibly linked to Disney, one of the most admired and best-known companies in the world. So when Roy Disney, chairman of Disney animation, abruptly resigned in November 2003 and declared war on chairman and chief executive Michael Eisner, he sent shock waves throughout the world. *DISNEYWAR* is the dramatic inside story of what drove this iconic entertainment company to civil war, told by one of America's most acclaimed journalists. Drawing on unprecedented access to both Eisner and Roy Disney, current and former Disney executives and board members, as well as hundreds of pages of never-before-seen letters and memos, James B. Stewart gets to the bottom of mysteries that have enveloped Disney for years. In riveting detail, Stewart also lays bare the creative process that lies at the heart of Disney. Even as the executive suite has been engulfed in turmoil, Disney has worked - and sometimes clashed - with a glittering array of Hollywood players, many of who tell their stories here for the first time.

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In this volume of 15 articles, contributors from a wide range of disciplines present their analyses of Disney movies and Disney music, which are mainstays of popular culture. The power of the Disney brand has heightened the need for academics to question whether Disney's films and music function as a tool of the Western elite that shapes the views of those less empowered. Given its global reach, how the Walt Disney Company handles the role of race, gender, and sexuality in social structural inequality merits serious reflection according to a number of the articles in the volume. On the other hand, other authors argue that Disney productions can help individuals cope with difficult situations or embrace progressive thinking. The different approaches to the assessment of Disney films as cultural artifacts also vary according to the theoretical perspectives guiding the interpretation of both overt and latent symbolic meaning in the movies. The authors of the 15 articles encourage readers to engage with the material, showcasing a variety of views about the good, the bad, and the best way forward.

The symposium Expanded Animation was initiated in 2013 and offered a first approach to the expanded field of computer animation. In the meantime, it has become an established part of the Ars Electronica Animation Festival and the international competition Prix Ars Electronica Computer Animation. Every year under an overarching theme, the symposium has researched the field of technology and art, animation and aesthetics, investigated the collapsing boundaries in digital animation and explored positions and future trends. Much like the first conferences on computer animation at Ars Electronica in the 1980s, practice and theory are equally important. The richly illustrated publication Expanded Animation. The Anthology features contributions from speakers and artist positions from the past five years and presents

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an overview of the prize winners in Computer Animation.

"This second edition of Historical Dictionary of Animation and Cartoons contains a chronology, an introduction, and an extensive bibliography. The dictionary section has over 300 cross-referenced entries on animators, directors, studios, techniques, films, and some of the best-known characters"--

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Bloomsbury Publishing

The classic work on animation principles, now fully updated for the digital age.

New York Times bestseller! From Stacy Plays, creator of the mega-popular YouTube series Dogcraft, comes a thrilling illustrated novel about a girl raised by a pack of wolves and her quest to protect their shared forest home. The first in a new Minecraft-inspired fantasy adventure series! Stacy was raised by wolves. She's never needed humans to survive and, from what she sees of humans, they're dangerous and unpredictable. For as long as she can remember, Stacy's pack of six powerful, playful wolves—Addison, Basil, Everest, Noah, Tucker and Wink—have been her only family. Together, Stacy's pack patrols the forest to keep other animals safe, relying on her wits and each wolf's unique abilities to accomplish risky rescue missions. But as the forest changes and new dangers begin lurking, are Stacy and the wolves prepared for the perils that await them? Fans of DanTDM: Trayaurus and the Enchanted Crystal and the Warriors series—plus shows like Ranger Bob—will love this Minecraft-inspired adventure.

Religious imaginary is a way of conceiving and structuring the world within the conceptual and imaginative traditions of the religious. Using religious imaginary as a reference, this book

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analyses temporal ideologies and expressions of historicity in South Asia in the early modern, pre-colonial and early colonial period.

Unity is a feature-rich, fully-integrated development engine that provides out-of-the-box functionality for the creation of interactive 3D content. It is an exciting engine that has a rich and sophisticated animation system called Mecanim. Unity Animation Essentials offers a comprehensive introduction to powerful animation tools and principles in Unity, which can be used to make great games. This book starts by exploring core animation concepts and then dives deeper to demonstrate their practical application in real-time games. This book shares extensive and useful insights to create animations using a professional grade workflow, and to create responses and interactive scenes. Each chapter focuses on a specific range of topics, from timing and events to character animation and particle systems. By the end of the book, you should be able to fully utilize the powers of Mecanim and Unity.

"Learn all the tips and tricks of the trade from the professionals. Highly illustrated throughout, points made in the text are demonstrated with the help of numerous superb drawn examples."--

#1 NEW YORK TIMES BESTSELLER • Meghan, The Duchess of Sussex's first children's book, *The Bench*, beautifully captures the special relationship between father and son, as seen through a mother's eyes. The book's storytelling and illustration give us snapshots of shared moments that evoke a deep sense of warmth, connection, and compassion. This is your bench Where you'll witness great joy. From here you will rest See the growth of our boy. In *The Bench*, Meghan, The Duchess of Sussex, touchingly captures the evolving and expanding relationship between father and son and reminds us of the many ways that love can take

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shape and be expressed in a modern family. Evoking a deep sense of warmth, connection, and compassion, *The Bench* gives readers a window into shared and enduring moments between a diverse group of fathers and sons—moments of peace and reflection, trust and belief, discovery and learning, and lasting comfort. Working in watercolor for the first time, Caldecott-winning, bestselling illustrator Christian Robinson expands on his signature style to bring joy and softness to the pages, reflecting the beauty of a father's love through a mother's eyes. With a universal message, this thoughtful and heartwarming read-aloud is destined to be treasured by families for generations to come.

*Timing for Animation* has been one of the pillars of animation since it was first published in 1981. Now this 40th anniversary edition captures the focus of the original and enhances this new edition with fresh images, techniques, and advice from world-renowned animators. Not only does the text explore timing in traditional animation, but also timing in digital works. Vibrant illustrations and clear directions line the pages to help depict the various methods and procedures to bring your animation to life. Examples include timing for digital production, digital storyboarding in 2D, digital storyboarding in 3D, and the use of After Effects, as well as interactive games, television, animals, and more. Learn how animated scenes should be arranged in relation to each other, how much space should be used, and how long each drawing should be shown for maximum dramatic effect. All you need to breathe life into your animation is at your fingertips with *Timing for Animation*. Key Features: Fully revised and updated with modern examples and techniques Explores the fundamentals of



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timing, physics, and animation Perfect for the animation novice and the expert Get straight to the good stuff with simple, no-nonsense instruction on the key techniques like stretch and squash, animated cycles, overlapping, and anticipation. Trying to time weight, mood, and power can make or break an animation—get it right the first time with these tried and tested techniques. Authors Harold Whitaker was a BAFTA-nominated professional animator and educator for 40 years; many of his students number among today's most outstanding animation artists. John Halas, known as "The father of British animation" and formerly of Halas & Batchelor Animation Studio, produced more than 2,000 animation films, including the legendary *Animal Farm* (1954) and the award-winning *Dilemma* (1981). He was also the founder and president of the International Animated Film Association (ASIFA) and former Chairman of the British Federation of Film Societies. Tom Sito is Professor of Animation at the University of Southern California and has written numerous books and articles on animation. Tom's screen credits include *Shrek* (2001) and the Disney classics *Who Framed Roger Rabbit* (1988), *The Little Mermaid* (1989), *Beauty and the Beast* (1991), *Aladdin* (1992), and *The Lion King* (1994). In 1998, Tom was named by *Animation Magazine* as one of the 100 Most Important People in Animation.

Welcome to our crazy circus! A unique survey of the most weird and wonderful creatures that inhabit the land and waters of our planet. Boys and girls, ladies and gentlemen, roll up, roll up! You will hear things you have never heard before, and you

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will see things you have never before seen, like a frog with a handsome moustache, a butterfly that looks like a bird, a fish with its own light, or a three-eyed lizard. Allow our book to present to you all these and many more marvelous creatures, large and small, from all over the world. Take a seat, make yourself comfortable, turn the page, draw aside the curtain, and let the show begin!

'Human beans is not really believing in giants, is they? Human beans is not thinking we exist.' On a dark, silvery moonlit night, Sophie is snatched from her bed by a giant. Luckily it is the Big Friendly Giant, the BFG, who only eats snozzcumpers and glugs frobscottle. But there are other giants in Giant Country. Fifty foot brutes who gallop far and wide every night to find human beans to eat. Can Sophie and her friend the BFG stop them?

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Be inspired by award-winning animator Barry Purves' honest insight into the creative process of making stop motion animations, using his own classic films to illustrate every

