

John Howe Fantasy Art Workshop Paperback

The Fantasy Illustrator's Technique Book Jeff Miracola's Fantasy Art Workshop Acrylic Painting Techniques Sketching from the Imagination: Characters The Medieval Soldier Strangers in Paradise Fantasy Creatures Fantasy Art Masters Myth and Magic Dragon Art A Diversity of Dragons Realms of Tolkien The Lord of the Rings Castles John Howe Mastering Fantasy Art - Drawing Dynamic Characters John Howe Fantasy Drawing Workshop The Lord of the Rings Fantasy Genesis Playing Tyler The Pirate's Wish How to Draw Cool Stuff Jack and the Beanstalk The Lord of the Rings Official Movie Guide Painting Fantasy Landscapes & Cityscapes Wizardology Miracola Ink Drawings The Hobbit Sketchbook The Adjacent Coloring Dragons The Hobbit: The Battle of the Five Armies Chronicles: Art & Design A Middle-earth Traveller: Sketches from Bag End to Mordor Magic Casement John Howe Fantasy Art Workshop How to Draw and Paint Fantasy Architecture A Sense of the World Kidz Bop: Be a Pop Star! Space Art The Art of Drawing Fantasy Characters Smaug Fantasy Art Workshop

The Fantasy Illustrator's Technique Book

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.

Jeff Miracola's Fantasy Art Workshop Acrylic Painting Techniques

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?

Sketching from the Imagination: Characters

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

The Medieval Soldier

After setting out to break the curse that binds them together, the pirate Ananna and the assassin Naji find themselves stranded on an enchanted island in the north with nothing but a sword, their wits, and the secret to breaking the curse: complete three impossible tasks. With the help of their friend Marjani and a rather unusual ally, Ananna and Naji make their way south again, seeking what seems to be beyond their reach. Unfortunately, Naji has enemies from the shadowy world known as the Mists, and Ananna must still face the repercussions of going up against the Pirate Confederation. Together, Naji and Ananna must break the curse, escape their enemies — and come to terms with their growing romantic attraction.

Strangers in Paradise

Fantasy Creatures

"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, 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.

Fantasy Art Masters

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.

Myth and Magic

Merlin the wizard challenges readers to become wizards like himself by deciphering clues hidden in his guide to wizardry.

Dragon Art

Twenty new and familiar Tolkien artists are represented in this fabulous volume, breathing an extraordinary variety of life into 58 different scenes, each of which is accompanied by appropriate passage from *The Hobbit* and *The Lord of the Rings* and *The Silmarillion*

A Diversity of Dragons

A survey of contemporary fantasy artwork, specifically of dragons - that popular of fantasy creatures. It features a 'Masters of Dragon Art' section that includes such favourites as Don Maitz and Bob Eggleton. It includes a discussion of dragons and fantasy art, alongside a selection of the best work out there at the moment.

Realms of Tolkien

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

The Lord of the Rings

Enter a world where ink reigns supreme. Where shadows and light stir imagination. This collection of ink drawings by world renown illustrator Jeff Miracola, known for his paintings for *Magic: The Gathering*, features hundreds of personal works, from small, rough drawings pulled from his sketchbooks to huge, intricately detailed masterpieces. Get ready to enter a world where fantastical creatures, otherworldly monsters, and sinewy warriors emerge from the page in all their textural and gritty glory.

Castles

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.

John Howe

Mastering Fantasy Art - Drawing Dynamic Characters

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 be collected now and savored for years to come.

John Howe Fantasy Drawing Workshop

When is a game not a game? Tyler MacCandless can't focus, even when he takes his medication. He can't focus on school, on his future, on a book, on much of anything other than taking care of his older brother, Brandon, who's in rehab for heroin abuse... again. Tyler's dad is dead and his mom has mentally checked out. The only person he can really count on is his Civilian Air Patrol Mentor, Rick. The one thing in life it seems he doesn't suck at is playing video games and, well, that's probably not going to get him into college. Just when it seems like his future is on a collision course with a life sentence at McDonald's, Rick asks him to test a video game. If his score's high enough, it could earn him a place in flight school and win him the future he was certain that he could never have. And when he falls in love with the game's designer, the legendary gamer Ani, Tyler thinks his life might finally be turning around. That is, until Brandon goes MIA from rehab and Tyler and Ani discover that the game is more than it seems. Now Tyler will have to figure out what's really going on in time to save his brother... and prevent his own future from going down in flames.

The Lord of the Rings

This fully authorized guide is the perfect introduction to New Line Cinema's The Lord of the Rings trilogy. With lavish full-bleed production stills and biographies of the stars and the filmmakers, this book gives readers privileged access to behind-the-scenes material found nowhere else. Full color.

Fantasy Genesis

Finally She's written The Book on Dragons. Anne McCaffrey is as renowned for her knowledge of dragons as she is for her New York Times bestselling novels. In this beautifully designed hardcover, McCaffrey focuses her attention on the fantastical creature's existence throughout history. Her words are complemented by the stunning color portraits by John Howe, noted for his success with several J.R.R. Tolkien calendars and maps. Engagingly conceived, McCaffrey's story is a modern-day dragon fantasy, colored with excerpts of some of the most thrilling scenes taken from classic dragon tales and accompanied by John Howe's magnificent art. Dragons from the time of the Bible and the Babylonians, the Arthurian Era and the Chinese Dynasties, to the current dragons invented by Robin McKinley, Gordon R. Dickson, Melanie Rawn, and McCaffrey herself--are all fully explored and rendered in glorious detail. At once a thrilling history, a charming fantasy, and a tantalizing art book, A Diversity of Dragons is sure to find a place beside Anne McCaffrey's other bestsellers.

Playing Tyler

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

The Pirate's Wish

This is a guide to the design of the movie, illustrating its creative development. It contains over 500 images, from the earliest pencil sketches and conceptual drawings to the paintings that shaped the look of the film. Most aspects of the film are covered, from locations and costumes to weaponry and creatures. As well as the wealth of artwork there are also photographs showing the realisation of the creative process and some stills from the film.

How to Draw Cool Stuff

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!

Jack and the Beanstalk

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.

The Lord of the Rings Official Movie Guide

"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.

Painting Fantasy Landscapes & Cityscapes

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.

Wizardology

With complete access to artwork created over a five-year period, this book illustrates the creative development of the movie *The Fellowship of the Ring*. This official book contains over 500 images: from the earliest pencil sketches and conceptual drawings to paintings that shaped the look of the film. Contributing artists include John Howe and Alan Lee; artists that have inspired Peter Jackson's vision of Middle-earth and worked with him to bring the trilogy to the big screen. Peter Jackson is among 12 contributors who explain the background to the images. The book covers the opening sequence, locations, costumes, armoury and creatures. The artists who created these diverse elements explain how they contributed to the development of the film. There are also photographs showing the realisation of the creative process and some stills from the film.

Miracola Ink Drawings

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

The Hobbit Sketchbook

Let acclaimed Tolkien artist John Howe take you on an unforgettable journey across Middle-earth, from Bag End to Mordor, in this richly illustrated sketchbook fully of previously unseen artwork, anecdotes and meditations on Middle-earth.

The Adjacent

Containing a series of some 270 specially posed photographs, the authors recreate the fighting men of the High Middle Ages set in their 15th century environment. Noblemen and armoured knights, officers and halbardiers, artillery and handgunners, and others are placed in realistic outdoor settings and historic interiors in Britain and Europe.

Coloring Dragons

Everything kids need to know to make their rock star dreams come true! From writing cool songs and getting a group together to putting on shows and shooting music videos, this is all aspiring rockers need to take the world by stage—just like the Kidz Bop kids do! Plus! As an added bonus, these enthusiastic song lovers will be able to participate online with Kidz Bop and vote on storylines, upload original videos for e-book inclusion, and access special bonus content.

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

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.

A Middle-earth Traveller: Sketches from Bag End to Mordor

Space the final art frontier What is it like to walk through an alien world? Artists have been imagining otherworldly landscapes for hundreds of years—but only in the past few decades have we started to see what other planets and moons really look like. These exciting scientific discoveries have led to ever more "realistic" space art.Space Artshows artists how to capture and create these partly real, partly imagined vistas by combining the latest facts with traditional landscape drawing. Put the two together and the results are memorable, dreamlike, haunting. AuthorMichael Carroll, one of the country's most distinguished astronomical artists, explains how to use washes and texturing, how to paint water and ice, rocks and geological formations, craters and alien skies. Linear and atmospheric perspective, color, composition, color, value, and shading are also covered as they relate to showing otherworldly landscapes. Fourteen paintings, building in complexity, are presented step-by-step, accompanied by NASA photos and the author's own photos of mysterious landscapes closer to home: Death Valley, Iceland, Alaska. For everyone who has ever wanted to travel to far-off worlds or just show what they're imaginingSpace Artis a rocket to the stars. • Combines the latest scientific research with landscape

Read Book John Howe Fantasy Art Workshop Paperback

painting techniques • Author is one of the world's foremost painters of space art • Twenty projects shown step by step—an art course in a book!

Magic Casement

"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.

John Howe Fantasy Art Workshop

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.

How to Draw and Paint Fantasy Architecture

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 Sense of the World

An inspiring collection of drawings and articles exploring the sketchbooks and artistic practices of 50 talented character

artists.

Kidz Bop: Be a Pop Star!

The eagerly anticipated new novel from “one of the master illusionists of our time.” (Wired) In the near future, Tibor Tarent, a freelance photographer, is recalled from Anatolia to Britain when his wife, an aid worker, is killed—annihilated by a terrifying weapon that reduces its target to a triangular patch of scorched earth. A century earlier, Tommy Trent, a stage magician, is sent to the Western Front on a secret mission to render British reconnaissance aircraft invisible to the enemy. Present day. A theoretical physicist develops a new method of diverting matter, a discovery with devastating consequences that will resonate through time.

Space Art

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 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

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.

Fantasy Art Workshop

The Man of His Word series debut—a novel “with enough fresh ideas to allow it to sit unashamedly alongside the great fantasy books of recent times” (Fantasy Book Review). “Duncan’s unique concept of goblins, fauns, and imps adds a new twist to this imaginative fantasy adventure” as Princess Inosolan is forced to leave behind her carefree childhood—as well as her dear friend, the stableboy Rap (Library Journal). Now of marriageable age, she is sent to a finishing school to hone the skills that all noble ladies should possess. Mystery, menace, and the gods appear in short order, as Inos and Rap begin to discover their magical powers, even as Inos is courted by a charming man with motives far more dangerous than the eye—and heart—can see . . . “Magic Casement has a charm and vibrant sense of humor. . . . If it’s traditional fantasy adventure with a bit of nudge-nudge wink-wink you’re after, Dave Duncan is your go-to guy.” —SFReviews.net

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