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**Sketchbooks**-Richard Brereton 2012-11-07 Now published in paperback, Sketchbooks provides a revealing glimpse into the inner workings and private inspiration of creatives from the worlds of advertising, design, graphic design, fashion design, art, street art, and illustration. The material is complemented by interviews in which artists explain how they use their sketchbooks and how they relate to finished works. These, along with the sketchbooks themselves, give readers a direct and unmediated insight into the process of research and creation.

**The Hidden Cézanne**-Anita Haldemann 2017-06-05 One of the founding artists of modern art, Paul Cézanne (1839-1906) is now widely acclaimed as the preeminent painter of the late nineteenth century. Less well known is his groundbreaking work as a draftsman; relatively little scholarship has been devoted to this aspect of his oeuvre, which is rarely presented in exhibitions. The Kunstmuseum Basel’s Kupferstichkabinett (Department of Prints and Drawings) contains 154 sheets by Cézanne, making it the most comprehensive and significant collection of the artist’s drawings in the world. The collection dates back to the 1930s, attesting to the museum’s farsighted collection policy. Two thirds of these drawings come from dissolved sketchbooks, which were reconstructed in view of this presentation. The starting point and nucleus of Cézanne’s creative thinking, they allow us to observe Cézanne’s everyday practice as a draftsman up close. Early scenes of violence appear side by side with portrait sketches; copies after Delacroix or ancient sculptures alternate with landscapes and bathers. Repetition and slight variation of the angle from which he studied a motif enabled the artist to understand how perceptions formed and to develop entirely new pictorial registers. In his watercolors, Cézanne explored the dynamic interplay between line and color, casting off the constraints of the tradition. In his paintings, too, the line is vital. He often produced a preparatory drawing on the canvas and reworked it with the brush before executing the picture in paint. This book offers fascinating insights into this outstanding painter’s creative process. Exhibition: Kunstmuseum Basel - Neubau, Switzerland (10.06.-24.09.2017).

**Graphic**-Steven Heller 2010 Publisher’s description: In this ambitious publication, some one hundred of the world’s leading graphic designers and illustrators open up their private sketchbooks to offer a privileged glimpse into their creative process.

**Green Wings Sketchbook**-N. D. Author Services 2017-08-25 [View other cover designs by searching the Series Title or just the Title.] Product quality is higher than shown in store-created imagery. Carry and use this 8.5x11 sketchbook for sketches, drawings, watercolors, diagrams, sports play book, scrapbook, field notes, mapping, designs, logs, etc. Yes, it can serve any of these needs and more. 150+ blank
pages with light gray page numbers. Also includes: blank field title page to fill in 3-page double-column blank table of contents HIGH GLOSS FINISH for extra protection on the go. See other designs available from "N.D. Author Services" (NDAuthorServices.com) in its multiple series of 600, 365 or 150 page Mega-Journals, Journals, Notebooks, Sketchbooks, etc. Many available in Blank, Grid, Hex, Lined, Meeting, Planner and other interior formats. Over 10,000 individual variations across pg. count + cover design + interior format as of 2018.

They Drew as They Pleased Vol 5-Didier Ghez 2019-11-19 In the 1970s and 1980s, the Disney animation studio redefined its creative vision in the wake of Walt Disney's death. This latest volume from renowned Disney historian Didier Ghez profiles Ken Anderson and Mel Shaw, whose work defined beloved classic Disney characters from films like The Jungle Book, The Aristocats, Robin Hood, and The Rescuers. With vivid descriptions of passages from the artists' autobiographies and interviews, accompanied by never-before-seen images of their art and process, this visually rich collection offers a rare view of the Disney legends whose work helped shape the nature of character and story development for generations to come. Copyright ©2019 Disney Enterprises, Inc. All Rights Reserved.

Artist's Sketchbook-Cathy Johnson 2016-07-13 Grab your pen and seize the day! Make art a part of your everyday life, and everyday life a part of your art. Vast opportunities and great joy await you as you learn sketching "on the spot"—be it in your own backyard, amid the hustle of a busy market, on a hike or wherever you happen to find yourself. Cathy Johnson leads you on this thrilling expedition as you explore ways to turn everyday sights and experiences into a cache of visual memories. She and other artists have opened their sketchbooks to share their favorite subjects, ranging from nature's paraphernalia to aging buildings, crashing waves and beloved pets. You will travel the world through sketches and stories, through deserts and deep woods, cities and small towns. Along the way, you'll pick up helpful tips and clever, on-location improvisations for making your sketching sessions pleasurable, safe and productive. Chapters focus on sketching subjects close to home, on travels, in nature, in urban settings and from everyday life. 10+ artists share favorite sketches, tips and techniques. 15+ demos reveal on-the-spot sketches as they come together. Includes expert advice on getting the best results from a range of mediums, including graphite, ink, colored pencil, watercolor and gouache. The Artist's Sketchbook is pure delight, full of passion and possibility, ideas and inspirations. You'll learn ways to be prepared, simplify, still your inner critic, embrace the here and now, and in doing so, discover wonders you never thought to look for.

Street Sketchbook: Journeys-Tristan Manco 2010-09-29 Fans of the hit graffiti title Street Sketchbook will delight in this new volume dedicated to the journeys—both geographical and imaginative—of street artists. Twenty-six of the hottest new artists working worldwide today have opened up their sketchbooks to share their impressions as they travel on road trips, trek halfway across the globe, and explore internal landscapes. From widely diverse backgrounds, these cutting-edge artists share one crucial decision: to bypass conventional routes for the creative road less taken, the urban streets and alleyways. From doodles on a bus in Central America to fully realized murals spanning the Israel-Palestine border, Street Sketchbook: Journeys is an engrossing travelogue of visual free expression.

They Drew as They Pleased-Didier Ghez 2016-04-05 As the Walt Disney Studio entered its first decade and embarked on some of the most ambitious animated films of the time, Disney hired a group of "concept artists" whose sole mission was to explore ideas and inspire their fellow animators. They Drew as They Pleased showcases four of these early pioneers and features artwork developed by them for the Disney shorts from the 1930s, including many unproduced projects, as well as for Snow White and the Seven Dwarfs, Pinocchio, and some early work for later features such as Alice in Wonderland and Peter Pan. Introducing new biographical material about the artists and including largely unpublished artwork from the depths of the Walt Disney Archives and the Disney Animation Research Library, this ebook offers a window into the most inspiring work created by the best Disney artists during the studio's early golden age. They Drew as They Pleased is the first in what promises to be a
revealing and fascinating series of books about Disney's largely unexamined concept artists, with six volumes spanning the decades between the 1930s and 1990s. Copyright ©2015 Disney Enterprises, Inc. All rights reserved.

**Drawn In:** Julia Rothman 2011-06-01 This book shares large full-color images and profiles each of the high-profile, amazingly talented artists that discuss their sketchbooks and how they use them. People are fascinated by artist's sketchbooks. They offer a glimpse into private pages where artists brainstorm, doodle, develop and work on ideas, and keep track of their musings. Artists use these journals to document their daily lives, produce their initial ideas for bigger projects, and practice their skills. Using a variety of media from paint to pencil to collage, these pages can become works of art themselves. They often feel fresh and alive because they are first thoughts and often not reworked. These pages capture the artist's personalities along with glimpses of their process of working and inspirations.

**Venice Sketchbook:** Tudy Sammartini 2004-11-11 Presents drawings of popular attractions in Venice, including St. Mark's Square, the Bridge of Sighs, and the Palazzo Sagredo.

**Sketch Book:** Abe Austin Press House 2020-11-07 sketchbook&Journal: A Large Notebook with Blank Paper for Drawing, Writing, Doodling and Painting. 110 pages Extra large size (8.5" x 11"). Benefits of Drawing: Develops Fine Motor Skills Encourages Visual Analysis Helps Establish Concentration Improves Hand-Eye Coordination Increases Individual Confidence Teaches Creative Problem Solving Great Health Benefits Of Painting And Drawing IMPROVED CREATIVITY IMPROVED MEMORY IMPROVED COMMUNICATION SKILLS IMPROVED PROBLEM SOLVING SKILLS STRESS RELIEF BETTER MOBILITY A great gift for: artists, kids, adults, baby, cousin, toddlers, children, friends, son, teen, anniversary gift, kindergarten girls, gifts for boys 8-12, gifts for kids 6-8, mom birthday from daughter, students, boys, girls, daughter and creative people! Good quality white paper. This makes a perfect gift for kids, family and friends, at any time of the year and for any occasion.

Perfect for work, home or school, Thanksgiving Day Black Friday birthday christmas Halloween gifts SKETCHBOOK & NOTEBOOK | SIX DIFFERENT DESIGNS OF DRAWING & WRITING PAPER | GIFT FOR ELEMENTARY SCHOOL KIDS | SUITABLE FOR FUN-BASED HOME EDUCATIONAL ACTIVITIES This book features: 106 pages, white paper Non-spiral bound Good quality paper Soft, sturdy cover It is part of a series of similar books that are available in different cover-designs to meet the preferences of a wide range of people. The full set of books can easily be located by searching the Author's Name through the Amazon search bar.

**Sketchbook:** School of Great Living 2019-10-13 Sketchbook. White paper. Softcover. Matte finish. 8"x11" dimensions.

**An Illustrated Journey:** Danny Gregory 2013-02-28 Features selections from the sketchbooks of forty artists, illustrators, and designers that capture their travels around the world in drawings and paintings.

**Blank Manga Book:** Art Journaling Sketchbooks 2016-12-15 Are you tired of the same old sketchbook that isn't even formatted for traditional manga? Wouldn't it be nice to have a book you can use for manga art OR traditional comic book art? Then, "Blank Manga Book" is your solution! "Blank Manga Book" is an 8.5" x 11" reversible formatted book with a variety of panel shapes ranging from basic to staggered to panoramic. The large book provides plenty of space and freedom to draft your ideas and create detailed landscapes for potential graphic novels. Whether you're perfecting your artistic expression or drawing your first manga comic, this book has all you need! Note: This book is intended as an idea and design sketchbook, not for final work. Scroll up & Click the Buy Button to Start Drafting Your First Manga Comic Book TODAY!

**Explorers' Sketchbooks:** Kari Herbert 2017-03-28 The sketchbook has been the one constant in explorers' kits for centuries of adventure. Often private, they are records of immediate experiences and discoveries, and in their pages we can see what the explorers
themselves encountered. This remarkable book showcases 70 such sketchbooks, kept by intrepid men and women as they journeyed perilous and unknown environments—frozen wastelands, high mountains, barren deserts, and dense rainforests—with their senses wide open. Figures such as Charles Darwin and Sir Edmund Hillary are joined here by lesser-known explorers such as Adela Breton, who braved the jungles of Mexico to make a record of Mayan monuments. Here are profiles, expedition details, and the artwork of pioneering explorers and mapmakers, botanists and artists, ecologists and anthropologists, eccentrics and visionaries. Here is the art of discovery.

**Sketchbook** - Timothy O’Donnell 2011-09-01 This book explores influential designers’ sketchbooks as a truer reflection of a designer’s thought processes, preoccupations, and problem-solving strategies than can be had by simply viewing finished projects. Highly personal and idiosyncratic, sketchbooks offer an arena for unstructured exploration, a space free from all budgetary and client constraints. Visually arresting objects in their own right, this book aims to elevate sketches from mere ephemera to important documents where the reader can glean valuable insight into the creative process, and apply it to their own practices. Featured designers include Ralph Caplan, Nigel Holmes, Chris Bigg, Eva Jiricna, Jason Munn, Gary Baseman, Marian Bantjes, and many others.

**The Best of Cover Design** - Altitude Associates 2011-05-01 You can't judge a book by its cover, or so the saying goes. We beg to differ. Each of us is exposed to several thousand messages a day. To be successful, covers not only have to stand out amongst all the clutter, but they also need to make an instant connection with viewers. Designing covers isn't an easy task. It's a minefield of requirements, constraints, and subjective opinions, oftentimes resulting in what we like to call the design-by-committee pit of despair. Make the logo bigger. The CEO's daughter doesn't like orange; change it. The sales team begins art directing. Welcome to the land of mediocrity. We've all been there, and it requires ninja-like skills to traverse and emerge in one piece. Despite the challenges, some covers clearly rise to the top. You can’t help but pick up the magazine, open the brochure, or buy the book. They draw you in through their cleverness, simplicity, or boldness. These are the covers contained herein. Of the more than 2,000 covers received, the authors had the dubious task of selecting about 350 to be featured in The Best of Cover Design. The chosen covers were selected based on their initial visual impact and effectiveness in conveying the message within. It is an inspiration feast for the eyes.

**Art Made from Books** - 2013-08-20 Artists around the world have lately been turning to their bookshelves for more than just a good read, opting to cut, paint, carve, stitch or otherwise transform the printed page into whole new beautiful, thought-provoking works of art. Art Made from Books is the definitive guide to this compelling art form, showcasing groundbreaking work by today's most showstopping practitioners. From Su Blackwell's whimsical pop-up landscapes to the stacked-book sculptures of Kylie Stillman, each portfolio celebrates the incredible creative diversity of the medium. A preface by pioneering artist Brian Dettmer and an introduction by design critic Alyson Kuhn round out the collection.

**Experience Music Experiment** - William Brooks 2021-08-19 “Truth happens to an idea.” So wrote William James in 1907; and twenty-four years later John Dewey argued that artistic experience entailed a process of “doing and undergoing.” But what do these ideas have to do with music, or with research conducted in and through music—that is, with “artistic research”? In this collection of essays, fourteen very different authors respond with distinct and challenging perspectives. Some report on their own experiments and experiences; some offer probing analyses of noteworthy practices; some view historical continuities through the lens of pragmatism and artistic experiment. The resulting collection yields new insights into what musicians do, how they experiment, and what they experience—insights that arise not from doctrine, but from diverse voices seeking common ground in and through experimental discourse: artistic research in and of itself.

**Botanical Sketchbooks** - 2017-05-09 Recording the world of plant and animal life and documenting the strange beauty of the natural world have been human passions ever since the first cave paintings. While there are many
histories of botanical art featuring beautiful paintings and finished drawings, the artists' preparatory sketches, first impressions, and scribbled notes on paper are rarely seen. But it is often these early attempts that give us real insight into the firsthand experiences and adventures of the botanists, artists, collectors, and explorers behind them. This exquisite visual compendium of botanical sketches by eighty artists from around the world brings these personal and vividly spontaneous records back into the light. Filled with remarkable images from the fifteenth to the twentieth centuries, sourced from the unparalleled collections of the Royal Botanic Gardens, Kew Library, Art & Archives, and other libraries, museums, and archives, Botanical Sketchbooks also provides fascinating biographical portraits of the intriguing characters featured within, including such renowned artists, scientists, and amateur botanists as Leonardo da Vinci, Georg Dionysius Ehret, Carl Linnaeus, Maria Sibylla Merian, Mark Catesby, and Helen and Margaret Shelley (sisters of the novelist Mary Shelley), among many others.

The Pixel Artist's Sketch Book-Away with The Pixels 2019-11-08 This large 8 x 10” pixel artist's sketchbook contains a eighth inch pixel grid for you draft and design your sprite characters for games and pixel art for fun. This book is the ideal gift for pixel artists, game designers, indie game devs and anyone who enjoys pixel art. This book contains: 100 pages with 1/8th grid Light grey grid for drawing and coloring Large 8 x 10” size We have lots of other sketchbooks for game designers and pixel artists!

Basics Textile Design 01: Sourcing Ideas-Josephine Steed 2012-04-12 Ideas sourcing is the foundation from which all textile design begins, and this book provides readers with a thorough understanding of observation and analysis techniques.

The Bird King and Other Sketches-Shaun Tan 2011-04-01 What do the bird king, the thing in the bathroom and the paraffin-oil koala have in common? They all inhabit the world of the artist, author and illustrator Shaun Tan. Collected from his working sketchbooks, with commentary by the artist, these ideas, studies and doodles aim to offer an insight into the imagination of this storyteller.

Fashion Illustrator, 2nd Edition-Bethan Morris 2010-02-01 A comprehensive, visually-led overview that covers all areas of fashion drawing, presentation, and illustration, Fashion Illustrator both teaches students how to draw the fashion figure and provides an extended showcase of established and emerging illustrators. A technical chapter outlines the use of different media, showing students how to use colour, and features techniques for rendering different materials and patterns. Dedicated tutorials explore both digital and traditional media through the work of leading fashion illustrators, giving the student the confidence to experiment with different illustrative styles. Later chapters outline the history of both 20th-century and contemporary fashion illustration, and profile influential fashion illustrators and other industry professionals, with interviews providing an insight into life after graduation. From initial inspiration though to finished illustration, the book teaches the student how to draw from life. There is also guidance on careers for the fashion illustrator, portfolio presentation and working with an agent.

Visual Research Methods in Fashion-Julia Gaimster 2015-06-23 The ability to analyze and interpret visual information is essential in fashion. However, students tend to struggle with the concept of visual research, as well as with the application of that research. Visual Research Methods in Fashion provides students with techniques, tools and inspiration to master their visual research skills and make the research that they undertake more effective. Illustrated with real-life examples from practitioners in the industry, academics and students, it focuses on the global nature of the industry and the need to develop ideas relevant to the market.

Draw Your Day-Samantha Dion Baker 2018-08-28 An instructive guide to creating an illustrated journal based on artist and Instagram sensation Samantha Dion Baker's unique creative process, featuring information on materials, creative inspiration and instruction, prompts, and helpful tips and tricks. Samantha Dion Baker is a widely admired and followed artist on Instagram, where she shares her "sketch journal," an illustrated daily record of her life, drawn in a
fresh, modern style. In Draw Your Day, Baker guides you through her inspirational practice and provides guidance for starting your own. Part instructional guide and part encouraging manifesto about how making art— even art that's not museum-worthy— can make your life more mindful and meaningful, Draw Your Day is ideal for both seasoned artists looking for fresh inspiration, as well as aspiring artists who need a friendly nudge to get started.

**Drawn from Life**- Helen Birch 2017-07-18

Drawn from Life offers bite-size lessons that will help anyone master the classic practice of life drawing. Over 100 pieces of art by contemporary artists illustrate fundamentals such as line, contour, and color, plus surprising and innovative techniques that will take your drawings to the next level. Showcasing a wide range of styles and methods, this is a refreshing new guide to a timeless art form.

**Motion Graphics**- Ian Crook 2015-12-17

Song lyrics fly across the screen in time to music. A globe spins and zooms into a war-torn country. Money rises from a screen to explain an economic situation. Now, more than ever, we are surrounded by these motion graphics on our TV and cinema screens, on our smartphones, computers, and tablets, on Main Street and in our galleries. Motion Graphics: Principles and Processes from the Ground Up is your introduction to the core principles of the discipline, whether your background or ambitions lie in animation, graphic design, film production, or visual effects. Ian Crook and Peter Beare provide you with a wide understanding of the key concepts and techniques that will help you plan, develop and produce your own creative projects.

**Infographics Designers’ Sketchbooks**- Steven Heller 2014-10-14

We are living in a golden age of data visualization, in which designers are responding to the information overload of our digital era with astonishing feats of visual thinking. Using a wide variety of techniques, they transform complex ideas into clear, engaging, and memorable infographics. In recent years, books and websites have been collecting the field’s best. While stimulating, these finished projects offer little insight into how visual solutions were reached, making them of limited use to designers wanting to produce work of their own. In Infographic Designers' Sketchbooks, more than fifty of the world's leading graphic designers and illustrators open up their private sketchbooks to offer a rare glimpse of their creative processes. Emphasizing idea-generating methods—from doodles and drawings to three-dimensional and digital mock-ups—this revelatory collection is the first to go inside designers' studios to reveal the art and craft behind infographic design.

**Basics Graphic Design 01: Approach and Language**- Gavin Ambrose 2017-09-07

Students are provided with the knowledge that will enable them to respond to a course and prepare for a career in graphic design. The book begins with an overview of various approaches to graphic design, as well as its inherent language. It goes on to look at methods for generating and developing ideas, research methods, and understanding what is meant by the design brief. The book draws on contemporary and historical sources and concludes with a discussion on the application of the creative idea. Approach and Language is the first title in the Basics Graphic Design series from AVA Publishing. These books cover every aspect of studying a graphic design course. Subjects covered include critical thinking and evaluation, problem solving, the development of project work and the realisation of design practice. Showcasing work from students and practitioners alike, the books provide the student with the tools and inspiration they require to develop their skills in new and emerging technologies, and to become highly motivated and independent individuals with plenty to offer to the design world.

**Turner's Sketchbooks**- Ian Warrell 2017-06

Turner's sketchbooks' offer perhaps the most appealing introduction to the artist. They give us a privileged look over Turner's shoulder, allowing us to witness the creation and development of ideas that can be traced through to his major paintings. In the absence of detailed written accounts of his extensive travels, the notebooks are also a record of his impressions of the many places he visited across Britain and Europe. This book is the first to survey the full range of Turner's sketchbooks, beginning with his teenage efforts and culminating in the atmospheric colour studies of his last years.
Making the Most of Your Research Journal - Nicole Brown 2021-10-19

Providing practical guidance based on real-life examples, this book shows researchers different forms and ways of keeping a research journal and how to get the most out of journaling. Appealing to postgraduate students, new and experienced researchers, the book: • provides a theoretical grounding and information about knowledge and sensory systems and reflexivity; • presents a practical exploration of what a journal looks like and when and how to record entries; • includes helpful end-of-chapter exercises and online resources. Providing valuable food for thought and examples to experiment with, the book highlights the different forms of research journals and entries so that readers can find what works for them. Giving researchers licence to do things differently, the book encourages and enables readers to develop their own sense of researcher identity and voice.

Visual Communication for Landscape Architecture - Trudi Entwistle 2013-04-28

Basics Landscape Architecture 03: Visual Communication will enable landscape architects to understand why a range of visual communication skills are essential to inform a design process.

Sourcing Ideas for Textile Design - Josephine Steed 2020-11-02

A visual goldmine for designers of original print, weave and embellishment, Sourcing Ideas for Textile Design will help you generate new ideas, develop them methodically and finally create beautifully designed textiles. The carefully selected range of images illustrate how to use visual information in this process from a variety of sources, breaking down the process into key themes – colour, surface, structure, texture and pattern. This second edition includes: · case studies and interviews with insight into visual research and development from revered practising designers, including Dries Van Noten and Reiko Sudo; · Spotlight sections offer historical or cultural perspectives on each point in the process; and, · new coverage of material investigation, colour analysis, presentation and curation, as well as advice on IP and copyright. You'll also be guided through the three stages of textile design where you will: · generate your idea; · work to develop it; and, · create your developed idea in the studio.

By engaging with this approach, and exploring new ways of seeing ordinary things through the key themes, you'll learn to create incredible effects in your textile design.

Textiles and Fashion - Rose Sinclair 2014-11-08

This major textbook is designed for students studying textiles and fashion at higher and undergraduate level, as well as those needing a comprehensive and authoritative overview of textile materials and processes. The first part of the book reviews the main types of natural and synthetic fibres and their properties. Part two provides a systematic review of the key processes involved first in converting fibres into yarns and then transforming yarns into fabrics. Part three discusses the range of range of finishing techniques for fabrics. The final part of the book looks specifically at the transformation of fabric into apparel, from design and manufacture to marketing. With contributions from leading experts in their fields, this major book provides the definitive one-volume guide to textile manufacture. Provides comprehensive coverage of the types and properties of textile fibres to yarn and fabric manufacture, fabric finishing, apparel production and fashion. Focused on the needs of college and undergraduate students studying textiles or fashion courses Each chapter ends with a summary to emphasise key points, a comprehensive self-review section, and project ideas are also provided.

Making the Most of Your Research Journal - Nicole Brown 2021-10

Providing practical guidance based on real-life examples, this book shows researchers different forms and ways of keeping a research journal and how to get the most out of journaling. Giving researchers licence to do things differently, the book encourages and enables readers to develop their own sense of researcher identity and voice.

Scratch Art Book - Scholastic Inc. 2016-02-23

Shopkins(TM) are the hottest new collectible toy! Each fun figurine looks like a miniature grocery store product. There are cute fruits, tasty treats, adorable beauty products, and more. With hundreds of characters to collect, there's never a reason not to shop! This Scratch and Sketch book is perfect for any Shopkins(TM) fan. Kids can use the included stylus to scratch and reveal
A Disney Sketchbook-Ken Shue 2012-10-09
Imagine if one sketchbook had been passed down through the decades from one Disney animator to the next, with each one making a contribution before leaving it in the talented hands of another artist. That idea was the inspiration for A Disney Sketchbook. The drawings contained within it represent the entire range of animation development, from the origins of ideas to fully conceived characters. Pencil studies of a much-younger Wendy and a serpentlike sea witch reveal the many imaginative iterations that animators create before they ultimately perfect every hero and villain. And comprehensive studies of Mickey and Baloo showcase the dedication that goes into defining the facial expressions and body language of each beloved character. Films and shorts from throughout the history of the company are featured—beginning with Steamboat Willie and ending with Tangled—demonstrating the ingenuity and skill that have remained a constant at Walt Disney Animation Studios since 1928.

The Secret Museum-Molly Oldfield 2013 'The Secret Museum' is a treasure trove of the most intriguing artifacts hidden away in museum archives from all over the world - curated, brought to light, and brought to life by Molly Oldfield in an illustrated collection.

Venice Sketchbook-Fabrice Moireau 2004
Artist Fabrice Moireau showcases Venice's grand attractions and hidden charms.