The Aspiring Filmmaker’s Library features current, unique, and in-demand filmmaking topics covered by cutting-edge filmmakers. The Library caters to the independent, do-it-yourself filmmaker—from home movie enthusiasts and curious filmgoers to film students and advanced filmmakers.

“RADIUS is a textbook example of how a little ingenuity, determination, and talent can produce a film that defies its humble budget.”

— Daniel Myrick—director of The Blair Witch Project

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Ever a hard luck story of style and resources and the art of fight choreography. Two instructional, informative, and entertaining guides screen film; history, fight choreography, filming, editing, sound effects, and up.

**24P: Make Your Digital Movies Look Like Hollywood**

Packed with tips and advice, this book includes an 8-page color insert and offers an insider’s view of the chronologicalsequence of professional filmstyle production, carefully examining how to apply 24P technology to your films.

**Desktop Cinema:**
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Learn how to create a forum on short film using only home computer technology. The author illustrates each stage of the process, covering story, pre-production, production, post-production, and distribution.

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Learn to make your film with the help of this comprehensive guide. Cover each step-from developing your idea and writing a script to planning the production, shooting, and editing. The accompanying DVD is packed with advice, instruc-tional videos, and examples.

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**Digital Filmmaking for Teens**

Learn how to tell your story on a budget, using tips from industry veterans. Cover each step-from developing your idea and writing a script to planning the production, shooting, and editing. The accompanying DVD is packed with advice, instruc-tional videos, and examples.

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An alternative to spending four years and mega bucks to learn the trade. It is packed with interviews from insightful, independent filmmakers and artists and includes a host of practical advice, knowledge, and resources.

**The Animator’s Reference Book**

Examines how machinima has been put to use in recent blockbuster films and take an in-depth look at the production pipeline of machinima moviemaking—from game software and programming techniques and storyboarding through character design, lighting, sound effects, and closing credits.

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Examine how machinima is used to depict the ways in which 3D graphics are used by designers working in advertising, industrial prototyping, art, and entertainment. Bridge the gap between conceptual 2D and 3D design, cover the rules of perspective, and learn how to simulate 3D with 2D tools.

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**Make Your Digital Movies Look Like Hollywood**

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Conquer the skills and techniques you need to effectively use Houdini, including modeling, character animation, lighting, rendering, and compositing.

Experience XSI 4: The Official SOFTIMAGE | XSI 4 Guide to Character Creation
Learn how to create compelling lifelike characters as you master designing and modeling, rendering and compositing. Use Behavior to create intelligent characters that can interact with one another to form a realistic 3D animated crowd.

Creating 3D Effects for Film, TV, and Games
Cover the detailed processes and pipelines used to create effects for a variety of multi-media, including films, commercials, video games, and more. This book is filled with detailed discussion of each step of the production process and contains in-depth interviews with leading industry professionals.

When Pancakes Go Bad: Optical Delusions with Adobe Photoshop
Learn how to have fun with photos! Infused with humor and behind-the-scenes tutorials, this book is packed with fun and interesting photos that will keep you entertained until the end.

The Inspired Series
Filled with tips, tricks, and techniques compiled by the animators of blockbuster films at Hollywood’s biggest studios, these four-color books are a must have for anyone interested in character creation.

Inspired 3D Advanced Rigging and Deformations
More than just a step-by-step tutorial on rigging in Maya, this book outlines the reasons behind each step in developing a character rig and shows how it fits into the entire pipeline process. Take a unique look at the real-world problems and choices that professional Character Technical Directors face as well as the solutions they have developed for dealing with high-end digital characters. A follow-up to Inspired 3D Character Setup, this book takes this difficult and sought-after skill and provides in-depth explanations and techniques.

Inspired 3D Short Film Production
This book covers every aspect of the short-film production pipeline, demonstrating each concept and technique through a combination of general theories, examples, exercises, case studies, and interviews with short film directors and industry specialists. Full of amazing imagery and one-of-a-kind content, this is a must-read book for current and future animated filmmakers. It includes a robust DVD full of dozens of award-winning short films, including Cane-Toad, Pump Action, Valbers, Guernica, Bert, Puppet, On the Sunny Side of the Street, and Top Gum.