

aspiring filmmaker's library

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 text book 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*



**Anatomy of a Guerrilla Film:  
The Making of RADIUS**  
ISBN: 1-59200-910-7 ■ \$39.99

First-time director Helmut Kobler takes you through the highs and lows of creating his ambitious film *RADIUS* on a meager budget, explaining how he and his team accomplished each step of the filmmaking process and offering a frank account of what went right and what went wrong.

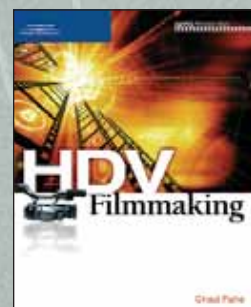
**Desktop Cinema:  
Full-Length Feature  
Filmmaking On a Home Computer**  
ISBN: 1-59200-955-7 ■ \$39.99  
Coming September 2005!

Learn how to create a feature or short film using only home computer technology. The author illustrates each stage of the process, covering story, preproduction, production, post-production, and distribution.



**Fight Choreography:  
The Art of Non-Verbal Dialog**  
ISBN: 1-59200-679-5 ■ \$34.99  
Coming October 2005!

Cover a brief history of styles and weapons and the art of fight choreography. This instructional, informative, and entertaining guide covers film history, fight choreography, filming, editing, sound effects, and cgi.



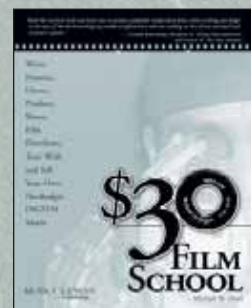
**HDV Filmmaking**  
ISBN: 1-59200-828-3 ■ \$49.99  
Coming September 2005!

Cover the major concepts of HDV filmmaking, including lighting and shooting, editing, effects, and delivery on tape and DVD media. Learn how to achieve superior image and sound quality from HDV devices and preferred methods for capturing and manipulating images in a computer.



**24P:  
Make Your Digital Movies  
Look Like Hollywood**  
ISBN: 1-59200-599-3 ■ \$34.99

Packed with tips and advice, this book includes an 9-page color insert and offers an insider's view of the chronological sequence of professional filmstyle production, carefully examining how to apply 24P technology to your films.



**\$30 Film School**  
ISBN: 1-59200-067-3 ■ \$30.00

"Read this excellent book and learn how to produce profitable independent films whilst sticking your finger in the eyes of the devil-worshipping conglomerates who are sucking us dry of our spiritual and economic capital."

—Lloyd Kaufman, President of Troma Entertainment, and creator of *The Toxic Avenger*

*\$30 Film School* is 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.



**Digital Filmmaking for Teens**  
ISBN: 1-59200-603-5 ■ \$24.99

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 for production, shooting, and editing. The accompanying DVD is packed with advice, instructional videos, and examples.

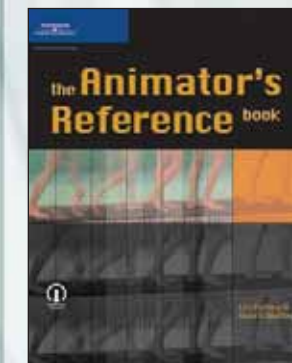
# BRING YOUR IDEAS to life!

If you're not already a devoted fan of professional animation and digital art, our in-depth books are sure to get you hooked! Full of interviews, tips, and tricks from industry pros, these books give you the skills you need to create unique digital art, believable characters, and realistic animation.



**Going Digital:  
The Practice and  
Vision of Digital Artists**  
ISBN: 1-59200-918-2 ■ \$39.99

Beginning with three seed photographs, 17 artists were asked to use the images creatively in making their own works of digital art. *Going Digital* showcases the artwork created by these cutting-edge artists and includes detailed journals documenting the artists' work methods.



**The Animator's  
Reference Book**  
ISBN: 1-59200-675-2 ■ \$39.99

Synchronized photos showcase a wide range of common human motion, photographed from the front, side, back, and top to provide a complete view of the action and a clear, frame-by-frame reference of human movement. Compare the nuances of motion, clothing, weight, and gravity.



**Machinima**  
ISBN: 1-59200-650-7 ■ \$29.99

Examine how machinima has been put to use in recent blockbusters and take an in depth look at the production pipeline of machinima moviemaking—from screenwriting techniques and storyboarding through character design, lighting, sound effects, and closing credits.



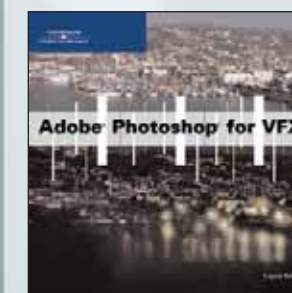
**Digital 3D Design**  
ISBN: 1-59200-391-5 ■ \$24.99

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



**I've Got a Human in My Throat:  
Create MORE Optical Delusions  
with Adobe Photoshop**  
ISBN: 1-59863-070-9 ■ \$34.99  
Coming November 2005!

A skills-based book that teaches specific Photoshop tricks in one- or two-page tutorials and features the artwork of Worth1000.com. Each skill is showcased by a handful of humorous images, giving you the building blocks you need to create your own works of humor-filled art.



**Adobe Photoshop  
for VFX Artists**  
ISBN: 1-59200-487-3 ■ \$39.99

This straight-forward, visual approach to Photoshop is targeted specifically to the 3D artist and is written by a movie industry professional. It adheres to the high standards of the VFX world, but is designed to still be clearly understandable to the intermediate hobbyist.

If you're ready to bring your ideas to life, visit us at [www.courseptr.com](http://www.courseptr.com)  
Call 1.800.354.9706 to order



**The Magic of Houdini**  
 ISBN: 1-59863-082-2 ■ \$59.99  
 Coming November 2005!

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



**Experience XSI 4: The Official SOFTIMAGE | XSI 4 Guide to Character Creation**  
 ISBN: 1-59200-210-2 ■ \$49.99

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.



**Mastering Digital 2D and 3D Art**  
 ISBN: 1-59200-561-6 ■ \$39.99

Traditional artists can now make the move to digital media with this book's step-by-step projects that show how to create both 2D and 3D art. It offers helpful hints regarding the digital art programs that will most effectively help you meet your objectives.



**Hollywood 2D Digital Animation**  
 ISBN: 1-59200-170-X ■ \$39.99

Jump into the world of Flash animation as you work through dozens of examples and production techniques that explain how you can effectively utilize Flash. This book echoes with the voice and experience of professionals in the animation industry—from feature-film directors to Web pioneers.



**Creating 3D Effects for Film, TV, and Games**  
 ISBN: 1-59200-589-6 ■ \$49.99

Cover the detailed processes and pipelines used to create effects for a variety of multimedia, 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**  
 ISBN: 1-59200-524-1 ■ \$29.99

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.

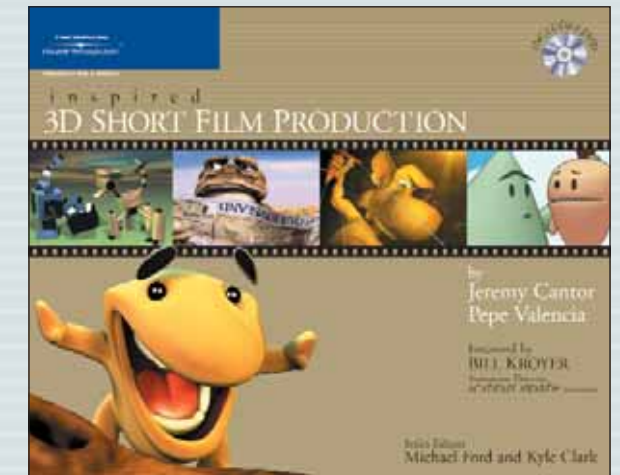
## The Inspired Series

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**  
 ISBN: 1-59200-116-5 ■ \$49.99

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**  
 ISBN: 1-59200-117-3 ■ \$59.99

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*, *Values*, *Guernica*, *Bert*, *Puppet*, *On the Sunny Side of the Street*, and *Top Gum*.

## The Revealed Series

Master concepts on both a technical and artistic level as you examine the concept behind a full range of tasks. Go in depth as you work your way through comprehensive, step-by-step lessons that help you master each new skill.



**Poser 6 Revealed: The Official Guide**  
 ISBN: 1-59200-523-3 ■ \$24.99



**Maya 6 Revealed**  
 ISBN: 1-59200-365-6 ■ \$24.99



**LightWave 3D 8 Revealed**  
 ISBN: 1-59200-582-9 ■ \$24.99



**Inspired 3D Modeling and Texture Mapping**  
 ISBN: 1-931841-50-0 ■ \$59.99



**Inspired 3D Lighting and Compositing**  
 ISBN: 1-931841-49-7 ■ \$59.99



**Inspired 3D Character Setup**  
 ISBN: 1-931841-51-9 ■ \$59.99

Series Editor Kyle Clark is a lead animator at Microsoft's Digital Anvil Studios. His film credits include *Star Wars Episode I—The Phantom Menace*, *Sleepy Hollow*, *Deep Blue Sea*, *The Adventures of Rocky and Bullwinkle*, *Harry Potter and the Sorcerer's Stone*, and *Brute Force* video game for the Xbox.

Series Editor Michael Ford is a senior technical animator at Sony Pictures Imageworks. He is a certified Level 2 Softimage instructor whose film credits include *Stuart Little*, *Stuart Little 2*, *The Perfect Storm*, *The Mummy*, *Godzilla*, *Species II*, *Mortal Kombat II*, and *The Faculty*.