

# Creature

## Creature

A powerful high-tech company. A postcard-pretty company town. Families. Children. Sunshine. Happiness. A high school football team that never-ever loses. And something else. Something horrible ... Now, there is a new family in town. A shy, nature-loving teenager. A new hometown. A new set of bullies. Maybe the team's sports clinic can help him. Rebuild him. They won't hurt him again. They won't dare.

## Creature

Photographer Andrew Zuckerman's collection of astonishing studio portraits of 175 wild creatures from baby leopards to parrots, bears, mandrills, and many more are stunningly foregrounded against white backgrounds, depicting their subjects with rare sensitivity, insight, humor, and wonder. --From publisher description.

## Fundamentals of Creature Design

The world's best creature designers and concept artists provide a groundbreaking and unique insight into their creative processes and practices.

## Becoming a Good Creature

"A luxe, full color picture book adaptation of Sy Montgomery and Rebecca Green's New York Times bestselling *How to Be a Good Creature*"--

## Ratha's Creature

One brave feline, exiled from her clan, must fight to survive in this PEN Award-winning author's epic fantasy adventure about a tribe of prehistoric cats. Twenty-five million years in the past, a clan of sentient, prehistoric big cats called "the Named" have their own language, traditions, and law. Led by Meoran, the Named herd horses and deer for food. They keep order and peace, fending off predatory raiders—the UnNamed—from all sides. But, the battle has taken its toll, and the Named are skirting the edge of survival. Much to the displeasure of Meoran, a young female named Ratha discovers a powerful defense against the UnNamed. She calls it "the Red Tongue," and it is a creature of incredible power. Red Tongue is fire, a force of both life and destruction that must be at once nurtured and tamed. Sensing that Ratha's mastery of fire threatens his power, Meoran banishes her from the clan. As she travels out amongst the savage UnNamed, Ratha learns about both them and herself. But, her tribe needs her. Can she return? Will the Named survive constant attacks without the Red Tongue? Will the power of the Red Tongue change the clan forever? Acclaimed author Clare Bell crafts a serious coming-of-age story filled with adventure, triumph, and heartbreak. Perfect for readers of Jean M. Auel's *The Clan of the Cave Bear*, *Ratha's Creature* will have readers hooked and clamoring for more stories of these big, noble cats.

## How to be a Good Creature

National Book Award finalist Sy Montgomery reflects on the personalities and quirks of 13 animals--her friends--who have profoundly affected her in this stunning, poetic, and life-affirming memoir featuring illustrations by Rebecca Green.

## **Creatures**

A Belletrist Book Club Selection “Van Meter’s debut is an unwavering triumph . . . A coming-of-age that’s as human as it is wild.” —The New York Times Book Review On the eve of Evangeline’s wedding, on the shore of Winter Island, a dead whale is trapped in the harbor, the groom may be lost at sea, and Evie’s mostly absent mother has shown up out of the blue. From there, in this mesmerizing, provocative debut, the narrative flows back and forth through time as Evie reckons with her complicated upbringing in this lush, wild land off the coast of Southern California. Evie grew up with her well-meaning but negligent father, surviving on the money he made dealing the island’s world-famous strain of weed, Winter Wonderland. Although her father raised her with a deep respect for the elements, the sea, and the creatures living within it, he also left her to parent herself. With wit, love, and bracing flashes of anger, *Creatures* probes the complexities of love and abandonment, guilt and forgiveness, betrayal and grief—and the ways in which our childhoods can threaten our ability to love if we are not brave enough to conquer the past. Lyrical, darkly funny, and ultimately cathartic, *Creatures* exerts a pull as strong as the tides.

## **Creature**

These traditional reads are brimming with spirited characters and positive values--but with a little extra excitement and bite, so hold on to your hats! Written expressly for the middle grade struggling reader, the series does not contain strong language, edgy themes, or dysfunctional families. In fact, family is the main theme of these titles. And one particular Latino family is the focus with their uncanny knack for finding humor, hope, and colorful personalities--even in unusual circumstances. Written at the lowest reading levels, the 50-page story structure is straightforward and moves the reader through the text quickly and efficiently. Neither one noticed the large creature in the woods. It quietly ran alongside them. Its red eyes stared at them. Lilia thought she heard a scream. She stopped and listened. Then she heard it again.

## **Remarkable Creatures**

From the New York Times bestselling novelist, a stunning historical novel that follows the story of Mary Anning and Elizabeth Philpot, two extraordinary 19th century fossil hunters who changed the scientific world forever. On the windswept, fossil-strewn beaches of the English coast, poor and uneducated Mary learns that she has a unique gift: “the eye” to spot ammonites and other fossils no one else can see. When she uncovers an unusual fossilized skeleton in the cliffs near her home, she sets the religious community on edge, the townspeople to gossip, and the scientific world alight. After enduring bitter cold, thunderstorms, and landslips, her challenges only grow when she falls in love with an impossible man. Mary soon finds an unlikely champion in prickly Elizabeth, a middle-class spinster who shares her passion for scouring the beaches. Their relationship strikes a delicate balance between fierce loyalty, mutual appreciation, and barely suppressed envy, but ultimately turns out to be their greatest asset. From the author of *At the Edge of the Orchard* and *Girl With a Pearl Earring* comes this incredible story of two remarkable women and their voyage of discovery.

## **Principles of Creature Design**

“Designing a captivating creature simply for it to exist against a white background and going no further is a purely academic exercise. Designing a creature that can survive in a world, interact with its own and other species, and go on to make an impact, is designing with intent. This is the end goal of creature design and what you will witness in this latest book from industry expert Terryl Whitlatch. With decades of experience in the entertainment industry, developing creatures for *Star Wars: Episode 1 -- The Phantom Menace* and *Beowulf*, among other films, Whitlatch offers an abundance of valuable advice throughout the *Principles of Creature Design*. For Whitlatch, there's no limit to what can be imagined with an open mind, though the journey may not always be an easy one. It's what she calls “Chasing the unicorn.” We will surely enjoy joining her on her journey, filled with creatures so vivid, whimsical, and elaborate that we will wish -- or

wonder -- if they are real.\"--Back cover.

## **The Creature of Habit**

A delightful picture book about a creature of habit whose routine suddenly gets disrupted by the unexpected arrival of a new friend. A perfect story for little readers learning social emotional skills that explores the joy of trying something new! A very big creature with big teeth, big eyes, and very big feet lives on the island of Habit. Every day the creature happily does the exact same things in the exact same order. That is, until a small boat carrying a very small creature with small teeth, small eyes, and very, very small feet arrives on the island. The big creature is excited to share his routine, but the small creature has ideas of his own. The little creature does something different every day--it's madness to the big creature! Can these two creatures learn to understand each other? Is the island big enough for both of them? Colorful and captivating, this is a story about learning with and from your friends.

## **A Most Remarkable Creature**

An enthralling account of a modern voyage of discovery as we meet the clever, social birds of prey called caracaras, which puzzled Darwin, fascinate modern-day falconers, and carry secrets of our planet's deep past in their family history. "Deftly intertwine[s] natural history and human history, with insights and lessons that go far beyond the subject birds."—David Sibley, author of *What It's Like to Be a Bird* "Utterly captivating and beautifully written, this book is a hugely entertaining and enlightening exploration of a bird so wickedly smart, curious, and social, it boggles the mind."—Jennifer Ackerman, author of *The Bird Way In 1833*, Charles Darwin was astonished by an animal he met in the Falkland Islands: handsome, social, and oddly crow-like falcons that were \"tame and inquisitive . . . quarrelsome and passionate,\" and so insatiably curious that they stole hats, compasses, and other valuables from the crew of the *Beagle*. Darwin wondered why these birds were confined to remote islands at the tip of South America, sensing a larger story, but he set this mystery aside and never returned to it. Almost two hundred years later, Jonathan Meiburg takes up this chase. He takes us through South America, from the fog-bound coasts of Tierra del Fuego to the tropical forests of Guyana, in search of these birds: striated caracaras, which still exist, though they're very rare. He reveals the wild, fascinating story of their history, origins, and possible futures. And along the way, he draws us into the life and work of William Henry Hudson, the Victorian writer and naturalist who championed caracaras as an unsung wonder of the natural world, and to falconry parks in the English countryside, where captive caracaras perform incredible feats of memory and problem-solving. *A Most Remarkable Creature* is a hybrid of science writing, travelogue, and biography, as generous and accessible as it is sophisticated, and absolutely riveting.

## **Creature Features**

Vibrantly illustrated by new talent Natasha Durley, this is an animal book with a difference. Each page is bursting with unusual creatures united by a common characteristic. From enormous ears to humongous horns, from elephants to earwigs, this eclectic collection celebrates the diversity and the commonality of the animal kingdom. And with something to look for on every page, it's guaranteed to fascinate young animal lovers.

## **Unusual Creatures**

\"Introduces the reader to a wealth of extraordinary life forms\"-- P. [4] of cover.

## **Social Creature**

One of the Best Books of the Year: Janet Maslin, *The New York Times* *Vulture* NPR \"Social Creature is a

wicked original with echoes of the greats (Patricia Highsmith, Gillian Flynn).\" —Janet Maslin, The New York Times For readers of Gillian Flynn and Donna Tartt, a dark, propulsive and addictive debut thriller, splashed with all the glitz and glitter of New York City. They go through both bottles of champagne right there on the High Line, with nothing but the stars over them... They drink and Lavinia tells Louise about all the places they will go together, when they finish their stories, when they are both great writers—to Paris and to Rome and to Trieste... Lavinia will never go. She is going to die soon. Louise has nothing. Lavinia has everything. After a chance encounter, the two spiral into an intimate, intense, and possibly toxic friendship. A Talented Mr. Ripley for the digital age, this seductive story takes a classic tale of obsession and makes it irresistibly new.

## **Five Creatures**

A little girl contemplates the relationships among the five members of her family (three humans, and two cats). She begins with similarities in appearance and then moves on to more idiosyncratic groups. The book started as a Venn diagram the author

## **Creature Features**

Updated to include the most movie mega-hits, this sci-fi, fantasy, and horror movie guide has it all--the shockers, schlockers, blockbusters, bombs, cult faves, rare gems, classics, groundbreakers, gore-fests, space operas, sorcery, Euro-splatter, and everything in between.

## **Creature Features**

Dear axolotl: Why do you have feathers growing out of your head? Axolotl: They aren't feathers—they're gills! They let me breathe underwater. Let's face it. Even as babies, we humans pay close attention to faces. Observing another person's features and expressions tells us whether they are happy, angry, excited, or sad. And when we look at an animal, it's hard not to imagine that its face is communicating human feelings. This isn't true, of course. Squinty eyes, an upturned mouth, or another odd expression is probably there because, in some way, it helps that animal survive. Packed with many cool facts and visuals on where certain animals live and what they eat, this book captures twenty-five humorous—and very true—explanations of why animals look the way they do in order to exist in this world.

## **Fantastic Creatures and How to Draw Them**

Delve deep into a magical world of Kev Walker, and learn how to draw 30 fascinating, beautiful and curious creatures that wander through it. A renowned comic book artist and illustrator, Kev Walker will help you master the art of sketching and illustrating a collection of marvellous beasts through his how-to-art exercises, accompanied by his fascinating advice and the techniques used by professionals like himself. From elementals that stalk you at night or the beasts that lurk beneath the water to the sand creatures that wander the lonely deserts of North Africa, there is a whole world of terrifyingly beautiful monsters to learn of and inspire you. Find stunning finished illustrations along with exciting ideas, hints, and practical lessons on how to recreate the monster yourself, including suggestions for adding movement and texture. From there, morph this precious-looking book into your very own sketchbook-journal and record and design your own fierce creations on the interactive pages inside. Stick and paste inspiring photographs and drawings onto the pages, work little sketches onto the plain sheets, and paint the amazing minute details that appear on your own beast's form - this will be your personal and ultimate notebook journaling your dark adventures. With dozens of imaginative illustrations to inspire, discover this captivating bestiary now and create your own inky keepsake of these legendary creatures to treasure and share.

## Designing Creatures and Characters

All You Need Is a Pencil, Paper and Your Imagination! Ever wondered how you could become a character designer for video games, film or animation? Veteran art director and concept artist Marc Taro Holmes shares proven methods for honing the skills and building the portfolio necessary to become a pro gaming artist. This is the first and only work-at-your-own pace home study program that teaches the crucial insider knowledge needed to break into the entertainment-design industry and develop your own style--all you need are a pencil, paper and your imagination. The projects within this straightforward guide are constructed to help you apply your existing drawing and digital art skills to character design. Or, if you're still working on your skills, it will help you improve while at the same time turning your mind into an idea-generating machine. Unlock the Secrets to Character and Creature Design • Follow the creature design process from start to finish: 35 projects are divided into 4 challenge levels, ranging from brainstorming and drawing character blueprints to completing market-ready illustrations. As the levels advance, the projects become more complex. • Learn to solve design problems: Every project introduces you to an open-ended fictional assignment inspired by industry experience. Each project has a list of minimum deliverables--the basics to get to the next stage--plus bonus goals. You receive virtual merit badges for each achievement you complete. • Think like a pro: Over the 155 possible artistic achievements, you'll be asked to find a solution to every type of conceptual problem you might encounter as a professional creature or character designer. • Build your portfolio: Work toward creating an outstanding portfolio. Improve your skills and push yourself to create a fine-tuned presentation that could get you your eventual dream job. "This is a workout for the imagination, a boot camp for creativity." --Marc Taro Holmes

## Fantasy World-Building

When artists and designers explore or create a fictional setting, the milieu must be completely fleshed out, explained, and designed. In this book, comic and gaming art veteran Mark A. Nelson explores and demonstrates his methods for fashioning visually stunning, believable environments for fantasy creatures and characters. Scores of images and step-by-step examples illustrate how variation and experimentation lead to fresh, original designs for otherworldly beings, their environments, and their stories. Nelson discusses how to find ideas and borrow from history to add the strength of realism to a fantasy world. In describing the best ways to establish a habitat, he offers specifics about climate, terrain, flora, and wildlife. He shares insights into founding societies in terms of their means of survival, manner of warfare, spiritual practices, style of dress, and levels of technology. All visual creatives who work with imaginative material — illustrators, comic artists, and writers — will take a lively interest in this source of inspiration and practical knowledge. "In sixteen breezy-yet-surprisingly-concise chapters he covers everything from visual problem solving to spirituality to warfare to transportation, not with the idea of giving the reader lessons to copy by rote but rather as prompts to develop their own original concepts. If I were suggesting three books every budding artist should have at their fingertips they would be Figure Drawing for All It's Worth by Andrew Loomis, Imaginative Realism: How to Paint What Doesn't Exist by James Gurney, and, most definitely, Mark's Fantasy World-Building." — Muddy Colors

## 1,001 Creatures

First published by Etana Editions, Helsinki, 2016.

## What Kind of Creatures Are We?

The renowned philosopher and political theorist presents a summation of his influential work in this series of Columbia University lectures. A pioneer in the fields of modern linguistics and cognitive science, Noam Chomsky is also one of the most avidly read political theorist of our time. In this series of lectures, Chomsky presents more than half a century of philosophical reflection on all three of these areas. In precise yet accessible language, Chomsky elaborates on the scientific study of language, sketching how his own work

has implications for the origins of language, the close relations that language bears to thought, its eventual biological basis. He expounds and criticizes many alternative theories, such as those that emphasize the social, the communicative, and the referential aspects of language. He also investigates the apparent scope and limits of human cognitive capacities. Moving from language and mind to society and politics, Chomsky concludes with a philosophical defense of a position he describes as "libertarian socialism," tracing its links to anarchism and the ideas of John Dewey, and even briefly to the ideas of Karl Marx and John Stuart Mill. Demonstrating its conceptual growth out of our historical past, he also shows its urgent relation to our present moment.

## **The Late Great Creature**

"A lost classic . . . the history of a horror-film star and a treatise on human frailty . . . is back to be savored and marveled at anew" (James Ellroy, New York Times–bestselling author of the Lloyd Hopkins Trilogy). Simon Moro, a sixty-eight-year-old star, is making his last picture, a low-budget remake of Edgar Allan Poe's *The Raven*. Moro, infuriated by the bland horror movies of his day, sees his own career—even as it ends—as an ongoing effort to wallop the public with an overwhelming moral shock. And he succeeds when an elaborate publicity stunt turns into a gruesome and grand personal statement. As Moro's life reels toward its macabre end, it also reels backward through lies and evasions to show its surprising beginning. Underneath his Frankensteinian exaggeration, Moro has a vivid and humane story to tell, even as the coffins break open and dark, erotic secrets are revealed. Brock Brower has taken the horror film in all its gory glory to create a book that recycles pop material into literature, creating a Dickensian tale of America. "A wonderful book . . . Like a circus with several brilliant performances going on at the same time . . . A real breaking through. I don't think anybody ever again will be able to dabble politely in mixing 'real life' and fiction." —Joan Didion, New York Times–bestselling author of *Slouching Towards Bethlehem* "The way the book skewers society's obsession with celebrity culture is even more valid today than when it was written, proving that great art stands the test of time." —Forbes "A cult novel that amounts to a loving satiric tribute to cinema schlockmeister Roger Corman." —New York Post

## **Legendary Creatures and Monsters**

This comprehensive atlas provides information on supernatural beings from around the world, presented in alphabetical order and including such creatures as changelings, the hydra, and werewolves. Sidebars and boxes highlight interesting facts, glossary, an index, and resources for further study conclude this meticulously illustrated book.

## **Dear Creature**

A monstrous love ballad Deep beneath the waves Grue discovers love after finding Shakespeare's plays in cola bottles. When his first attempt at companionship in the world above ends . . . poorly, Grue searches for the person who cast the plays into the sea. What he finds is love in the arms of Giuliettabut with his wicked past catching up to him, Grue must decide if becoming a new man means ignoring the monster he was. \* Brand-new hardcover edition of Jonathan Case's debut graphic novel!

## **No Such Creature**

Tooling across the American southwest in their giant Winnebago, Max and his nephew, Owen, seem harmless enough, the actorly old fellow spouting Shakespeare like a faucet while his young charge trots him through select tourist destinations along the road. But appearances, as you might imagine, can be deceiving. Old Max is actually a master thief, and young Owen's summer vacation is his careful apprenticeship in a life of crime. Pulling heists is scary enough, but ominous signs point to the alarming fact that The Subtractors are on their tail, criminal bogeymen who stop at nothing to steal from other thieves. The road trip soon turns into a chase, by turns comic and horrifying. The most disturbing twist: Owen's slow realization that the person he

loves most in the world is the one who can do him the most harm.

## **The Book of Mythical Beasts and Magical Creatures**

Enter the enchanting world of mythical creatures and explore the history behind them in this beautifully illustrated compendium for kids aged 7 to 9. You'll meet an incredible cast of mind-boggling fictional animals from all around the world. Say hello to Bigfoot in the forests of North America and learn about the Native American traditions that inspired its story. Voyage to Japan to meet kitsune, supernatural nine-tailed foxes that can turn into humans. And jump onboard an ancient storm-battered ship to learn why mermaids were the last thing a sailor wanted to see... Learn about the societies that spawned these legendary creatures, from Ancient Greece to the indigenous tribes of Australia, and find out what the beasts tell us about the people who created them. From narwhal tusks inspiring the legend of unicorns, to dinosaur bones creating rumours of dragons, there is an interesting story behind every magical beast. *Mythical Beasts and Magical Creatures* tells you everything you need to know about supernatural animals great and small. Perfect for fans of Harry Potter and other fantasy tales, this is the only kids' e-guide to magical creatures that tells you the history behind the mythology.

## **Creatures from the Deep**

Describes folklore related to monsters or creatures from the sea and discusses how they are portrayed in motion pictures, on television, and in literature.

## **The Creature of the Pines**

A New York Times bestseller! Unicorns are real. (At least we think they are.) Are you ready to protect the creatures of myth and legend? Then you belong in The Unicorn Rescue Society. **HURRY—THE CREATURES NEED YOU!** Elliot Eisner isn't exactly thrilled with the first day at his new school. His class is going on a field trip to a creepy forest called the Pine Barrens. The trip is being led by Professor Fauna, the weirdest teacher Elliot has ever met. And the only kid who will talk to Elliot, Uchenna Devereaux, isn't afraid of danger. She likes danger. Elliot and Uchenna are about to become part of a secret group of adventurers, The Unicorn Rescue Society, whose goal is to protect and defend the world's mythical creatures. Together with Professor Fauna, Elliot and Uchenna must help rescue a Jersey Devil from a duo of conniving, greedy billionaires, the Schmoke Brothers. Join Elliot and Uchenna on their very first quest as members of the Unicorn Rescue Society in this fantasy-adventure series from Adam Gidwitz, the beloved bestselling and Newbery Honor-winning author of *The Inquisitors Tale* and *A Tale Dark & Grimm*. Illustrated throughout, this is the perfect fit for newly independent readers looking for a story full of adventure, fun, and friendship.

## **Designing Creatures and Characters**

All You Need Is a Pencil, Paper and Your Imagination! Ever wondered how you could become a character designer for video games, film or animation? Veteran art director and concept artist Marc Taro Holmes shares proven methods for honing the skills and building the portfolio necessary to become a pro gaming artist. This is the first and only work-at-your-own pace home study program that teaches the crucial insider knowledge needed to break into the entertainment-design industry and develop your own style--all you need are a pencil, paper and your imagination. The projects within this straightforward guide are constructed to help you apply your existing drawing and digital art skills to character design. Or, if you're still working on your skills, it will help you improve while at the same time turning your mind into an idea-generating machine. **Unlock the Secrets to Character and Creature Design** • Follow the creature design process from start to finish: 35 projects are divided into 4 challenge levels, ranging from brainstorming and drawing character blueprints to completing market-ready illustrations. As the levels advance, the projects become more complex. • Learn to solve design problems: Every project introduces you to an open-ended fictional assignment inspired by industry experience. Each project has a list of minimum deliverables--the basics to

get to the next stage--plus bonus goals. You receive virtual merit badges for each achievement you complete.

- Think like a pro: Over the 155 possible artistic achievements, you'll be asked to find a solution to every type of conceptual problem you might encounter as a professional creature or character designer.
- Build your portfolio: Work toward creating an outstanding portfolio. Improve your skills and push yourself to create a fine-tuned presentation that could get you your eventual dream job.

"This is a workout for the imagination, a boot camp for creativity."

--Marc Taro Holmes

## **Creature**

The monsters live inside of Kate Woodson. Chronic pain and a host of autoimmune diseases have robbed her of a normal, happy life. Her husband Andrew's surprise of their dream Maine lake cottage for the summer is the gift of a lifetime. It's beautiful, remote, idyllic, a place to heal. But they are not alone. Something is in the woods, screeching in the darkness, banging on the house, leaving animals for dead. Just like her body, Kate's cottage becomes her prison. She and Andrew must fight to survive the creature that lurks in the dead of night.

FLAME TREE PRESS is the new fiction imprint of Flame Tree Publishing. Launching in 2018 the list brings together brilliant new authors and the more established; the award winners, and exciting, original voices.

## **Top 15 Cryptozoology Mysterious Creatures**

? Dive into the world of Cryptozoology! ? Are you fascinated by mysterious creatures and legendary beasts? "Top 15 Cryptozoology: Mysterious Creatures" takes you on an incredible journey into the world of the unknown. From Bigfoot to the Loch Ness Monster, uncover the secrets of these enigmatic beings with vivid descriptions, eyewitness accounts, and scientific investigations.

? What You'll Discover:

- Bigfoot: The elusive giant of the Pacific Northwest.
- Loch Ness Monster: The deep-water enigma.
- Chupacabra: The blood-sucking beast of Latin America.
- Yeti: The abominable snowman of the Himalayas.
- Mothman: The harbinger of doom in Point Pleasant.

And many more... Join us in exploring these captivating legends and decide for yourself: Are they myth, or could they be real? Perfect for cryptozoology enthusiasts, paranormal investigators, and anyone who loves a good mystery.

? Order your copy today and step into the realm of the unknown!

## **Creature Features Oceans**

Living in a small South Carolina town, sixteen-year-old Ethan is powerfully drawn to Lena, a new classmate with whom he shares a psychic connection and whose family hides a dark secret that may be revealed on her sixteenth birthday.

## **Beautiful Creatures**

I am a monster. The kind that eats people. Yes, we are real, but do feel free to doubt me - your doubt stocks my freezer. In the strictest sense, I'm a humanitarian. Welcome to my diary - where modern skepticism has enabled me to divulge my secrets and my recipes.

## **The Creature's Cookbook**

A comprehensive, full-color compendium of the key characters in all eight of the Harry Potter films, filled with never-before-seen photographs and illustrations, covering the costumes, makeup, weaponry, and behind-the-scenes story that brought each personality memorably to life on the big screen. Harry Potter: The Character Vault offers fans a deeper look at the creative development of the characters introduced in the books and brought to life in the theatrical series. Jody Revenson brings you closer to Harry, Ron, Hermione, and the students and faculty at Hogwarts, the bureaucrats at the Ministry of Magic, the Triwizard Tournament competitors, the wizarding world families, and the dark forces against them. Each profile in the book



includes design sketches and unit photography showcasing the costumes of each character, along with an image of his or her wand, and other iconic props specific to the characters—brooms, Harry's invisibility cloak, Mad-Eye Moody's eye and prosthetic leg, and more. Discover how Quidditch gear and Hogwarts' robes subtly changed as the characters grew up, discover the fashion and artistry behind the Weasley style, the Yule Ball dresses and robes, Slug Club party wear, and Death Eater masks and costumes. Interweaving interviews with the special effects experts, costume designers, makeup artists and the cast, Jody Revenson shows fans how the magic happens, revealing the unique filming techniques used to change particular characters' sizes, such as a giant Hagrid and Madame Maxime, as well as special makeup processes that created the look of Harry's Stinging Hex and Peter Pettigrew's rat-like visage. Featured throughout are intriguing profiles of the special makeup effects artists who share the most memorable effects they've used to transform ordinary actors into their extraordinary fictional counterparts. **Harry Potter: The Character Vault** is your exclusive all-access pass into the creative process of the largest film franchise of all time, and comes complete with two exclusive removable features.

## **Harry Potter: The Character Vault**

Being the new kid at camp is never easy, especially for a bigfoot, a hyperactive jackalope, a fairy who can barely fly, and the only human boy! From *Epic! Originals*, *Creature Campers* is a funny, heartwarming series about the unlikely friendships forged at Camp Moonlight--"where being different isn't unusual...it's FUNusual!" Norm is worried about fitting in at camp. Literally. He's not just tall for a kid. He's tall even for a bigfoot. Oliver, the only human at camp, has the opposite problem: he's small enough that a strong wind might knock him over. With the help of their new friends, Hazel (a hyperactive jackalope) and Wisp (a boy fairy who has trouble flying), they'll have to work together to earn their canoeing certification without disturbing the resident lake monster--or Barnaby Snoop, who will stop at nothing to capture Norm for his personal rare creature collection.

## **The Creature from Jekyll Island**

Journey into the depths of mystery and explore the world of aquatic cryptids in this captivating book. From the legendary Loch Ness Monster to the elusive giant squid, these enigmatic creatures have captured the imagination of humans for centuries. In this comprehensive and engaging guide, we delve into the historical and cultural significance of aquatic cryptids, examining the evidence for and against their existence. We journey to the depths of Loch Ness, Lake Champlain, and other bodies of water around the world, exploring the eyewitness accounts, sonar data, and other evidence that has been gathered over the years. We also explore the scientific theories that attempt to explain these enigmatic creatures, from the possibility of undiscovered species to the misidentification of known animals. We consider the role of hoaxes and folklore in the history of cryptids, and we examine the latest technologies and techniques that are being used to search for these elusive beings. Whether you are a seasoned cryptozoologist or simply curious about the mysteries that lurk beneath the waves, this book offers a comprehensive and engaging exploration of the world of aquatic cryptids. Join us as we journey into the depths and uncover the secrets of these enigmatic creatures. As we explore the evidence and theories surrounding aquatic cryptids, we must approach the subject with a balance of skepticism and open-mindedness. It is important to critically evaluate the available information and to be cautious of sensational claims. However, it is also important to remain open to the possibility that there may be undiscovered creatures lurking in the depths of our oceans and lakes. The search for aquatic cryptids is an ongoing endeavor, and it is one that is filled with excitement and mystery. With each new expedition and each new piece of evidence, we move closer to unraveling the secrets of these enigmatic creatures. Whether or not we ever find definitive proof of their existence, the search for aquatic cryptids will continue to fascinate and inspire us for generations to come. If you like this book, write a review on google books!

## **The Secret of Shadow Lake**

## Creatures of the Deep

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