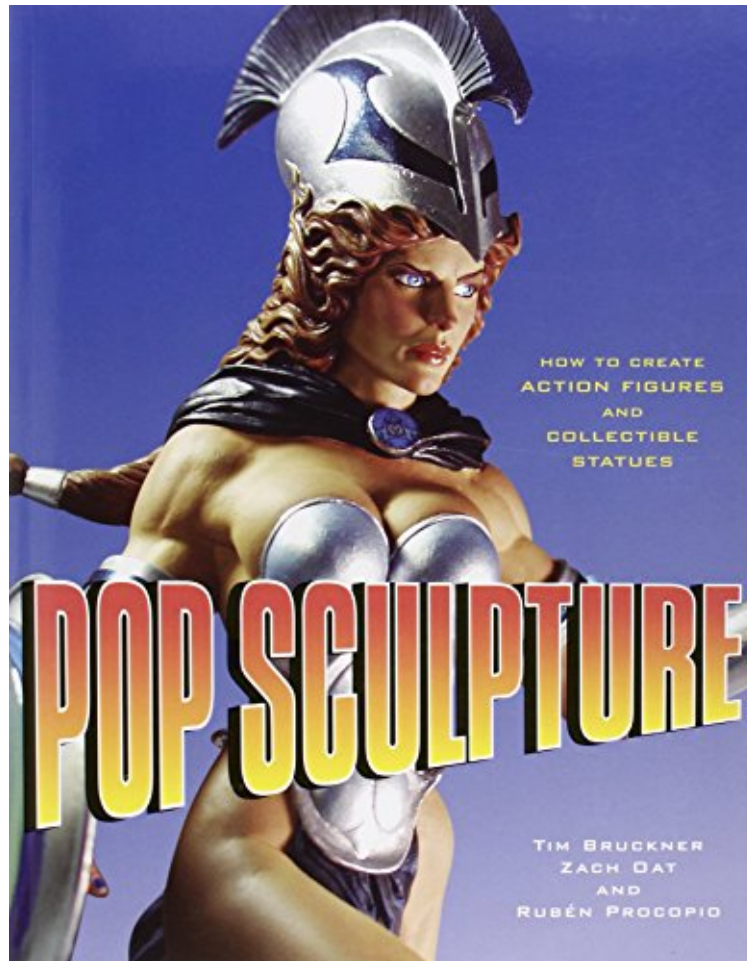


Pop Sculpture: How to Create Action Figures and Collectible Statues

Tim Bruckner, Ruben Procopio, Zach Oat
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#469553 in Books imusti 2010-10-19 2010-10-19Original language:EnglishPDF # 1 10.90 x .69 x 8.571, 2.41 #File Name: 0823095223272 pagesWatson-Guptill Publications | File size: 52.Mb

Tim Bruckner, Ruben Procopio, Zach Oat : Pop Sculpture: How to Create Action Figures and Collectible Statues before purchasing it in order to gage whether or not it would be worth my time, and all praised Pop Sculpture: How to Create Action Figures and Collectible Statues:

15 of 16 people found the following review helpful. Incredible book that could use a bit more editingBy Thomas SWow, I have spent countless hours trying to learn as much as possible about this industry and trying to complete some good works. This book blows all of my knowledge out of the water. It should be noted that in order to really "follow along" with the project presented in the book you will need A LOT of supplies. pressure pot, compressor, wax pen, camping stove, rubber mold materials, resins, the list goes on but all of it is required to get the job done. A very daunting task indeed.The book is very well written with lots of witty comments and animations. I have only had it for 2 days and am nearly done with it because I love to read it so much. It makes the process seem much easier than it is

and encourages me to spend more time in the studio. My only gripe would be that there is a lot of editing issues, missing words, odd image references etc but it's no biggy. The pictures are as a whole very good with only a few blurry spots here and there. It is certainly a must buy for anyone interested in the industry of Toys. 0 of 0 people found the following review helpful. Very good book that introduces you to making your own figures. By Customer Very good book that introduces you to making your own figures. Very good details. I know there are some questions that others feel that it did not answer, but one question I can answer is about the joints. It tells you to make the holes you drill the same size as the rods you insert into them. This will give enough friction to make the joint tight enough to stay put, but enough room to allow movement. I am a mechanical engineer major and a lot of this stuff made sense to me mechanically. Also, I love the small details they give such as putting pieces in the mold to help with precision pieces and the type of paint to use (never heard of cel-vinyl paint). Definitely a must-buy book. 0 of 0 people found the following review helpful. Already paid for itself ten times over. By DesertDweller I love this book. It paid for itself ten times over by the second chapter and goes onward and upward from there. Written by absolute experts in this field, these gentlemen are truly modern masters. I am so grateful to have the opportunity to not only "look over their shoulders" as they create, but to be led by the hand, patiently and humorously, to create my own masterpieces. They, through this book, have persuaded me to attempt to mix my own custom sculpting wax formula. If it satisfies my sculpting needs, I will have saved thousands of dollars in materials alone, considering today's retail prices of premixed clay and wax products. They also don't try to cram branded products down your throat, but let you in on the money-saving secrets, economical techniques and handy work-arounds that have served them well. This book is a real treasure I will be referring to for years. Thank you Tim, Zach and Ruben.

Sculpt toys and collectibles with modern-day tools, techniques and applications used by today's top industry professionals. Ever since a 12-inch G.I. Joe took toy soldiers to a whole new level by giving them the ability to pose via moveable parts, as well as interchangeable clothing and accessories, the business of creating pop sculpture icons for the mass market was off and running. Superheroes came next, followed by TV show and movie characters, most notably those from Star Wars. Today, action figures exist for sports stars, rock stars, even presidents. With today's blockbuster success of animated films, action figures and collectibles have become a behemoth industry with a growing need for skilled artists who can bring these characters to life. So how do you get started? The trio of veteran industry insiders who authored this book take you on an incredibly thorough journey that begins with drawing conceptual drafts and continues through rough sculpting and honing the final product. Along the way, you'll learn how to research your character, shape casts from a variety of materials including wax and resin, make accessories, articulate characters so that they are poseable, paint them, and ultimately convince an art director to buy and manufacture them. Whether you want to make small PVC toys, collectible statues, or larger high-end collectibles, Pop Sculpture offers step-by-step demos and words of wisdom from the pros.

About the Author RUBEN PROCOPIO has contributed to more than 25 Disney animated features, including *The Little Mermaid* and *The Lion King*. He founded Masked Avenger Studios in 2003 to expand his sculpting, design, and comic book illustration services. ZACH OAT is the editor of *TelevisionwithoutPity.com*, a popular TV and movie criticism website. He is former editor of *ToyFare* magazine and was the original toy wrangler for *Robot Chicken* on Cartoon Networks Adult Swim. TIM BRUCKNER, one of the pioneers of the comics/fantasy toy field has worked for companies such as Kenner, Gentle Giant and DC Direct, where he designed and sculpted the DC Dynamics statues.