

Caricature Software

Bertrand Meyer

How to Draw Caricatures Martin Pope, 2012-12-05 Guides the reader through the stages of creating a successful caricature.

Foundation Flash Cartoon Animation Barry Kelly, Tim Jones, David Wolfe, Allan Rosson, 2008-03-10 One of Flash's most common uses is still animation for cartoons, games, advertising etc, and this book takes a fresh look at the topic, breaking it down pre-production, production, and post production, and looking at each section in detail. It moves on to cover topics such as storyboarding, character libraries and camera mechanics like no book on Flash has done before. It's been written by members of the Emmy award winning ANIMAX team, who have created work for clients such as Disney, AOL, Fox, WWE, ESPN, and Sesame workshop.

Cartoon Capers Karen Mazurkewich, 1999

Nintendo Magic: Winning the Videogame Wars Osamu Inoue, 2022-01-18 Back in the 80s, Nintendo ruled the home-entertainment market with the NES (Nintendo Entertainment System). But then rival Sony introduced PlayStation, which featured advancements and cutting-edge technology that put Nintendo's Super-NES to shame. Nintendo quickly lost its dominant market share to Sony and found itself floundering. In 2006, Nintendo released Wii at the same time Sony introduced its highly-anticipated and much-vaunted PlayStation III and Microsoft's Xbox 360. Wii's David defeated PlayStation's Goliath, inversely echoing the SNES/PlayStation outcome of a decade previous. Nintendo Magic: Winning the Videogame Wars is the story of what went right, discussing the business strategies and marketing savvy that took on the mighty Sony and won. Topics include: How where you put your company is just as important as how you run it: being in Kyoto From work force to policies, why Nintendo's just enough attitude succeeds Why the ability to read a balance sheet is overrated Respect seniority but approve huge R&D budgets for talented junior employees Allowing maximum communication between disparate divisions (hardware and software) Enlarging the pie: going after casual gamers (The art of mainstreaming) How the Wii will be the next major household appliance and the DSi will be the cell phone of the future. Nintendo Magic: Winning the Videogame Wars should serve as a warning to similar powerhouse industries never to underestimate the modest competitor. It should occupy the bookshelf of any business person smart enough to know they don't need to be a giant to win.

Superportraits Gillian Rhodes, 1997-02-28 As Nixon's unpopularity increased during Watergate, his nose and jowls grew to impossible proportions in published caricatures. Yet the caricatures remained instantly recognizable. Caricatures can even be superportraits, with the paradoxical quality of being more like the face than the face itself. How can we recognize such distorted images? Do caricatures derive their power from some special property of a face recognition system or from some more general property of recognition systems? What kind of mental representations and recognition processes make caricatures so effective? What can the power of caricatures tell us about recognition? In seeking to answer these questions, the author assembles clues from a variety of sources: the invention and development of caricatures by artists, the exploitation of extreme signals in animal communication systems, and studies of how humans, other animals and connectionist recognition systems respond to caricatures. Several conclusions emerge. The power of caricatures is ubiquitous. Caricatures can be superportraits for humans, other animals and computer recognition systems. They are effective for a variety of stimuli, not just faces. They are effective whether objects are mentally represented as deviations from a norm or average member of the class, or as absolute feature values on a set of dimensions. Exaggeration of crucial norm-deviation features, distinctiveness, and resemblance to caricatured memory traces are all potential sources of the power of caricature. Superportraits will be of interest to students of cognitive psychology, perception, the visual arts and animal behavior.

Toon Art Steven Withrow, 2003 Digital technology has opened up the world of cartoon and comic book art to a new generation of writers and artists. Toon Art is the complete guide to this growing phenomenon, and an essential read for aspiring Web cartoonists, or anyone with an interest in the future of cartoon and comic book art. Book jacket.

Advances in Multimedia Information Processing - PCM 2008 Yueh-Min Ray Huang, Changsheng Xu, Kuo-Sheng Cheng, Jar-Ferr Kevin Yang, M.N.S. Swamy, Shipeng Li, Jen-Wen Ding, 2008-12-11 Welcome to the proceedings of 9th Pacific-Rim Conference on Multimedia (PCM 2008) held at the National Cheng Kung University, Tainan, Taiwan during Dec- ber 9-13, 2008. The first PCM was held in Sydney in 2000. Since then, it has been held successfully around the Pacific Rim, including Beijing in 2001, Hsinchu in 2002, Singapore in 2003, Tokyo in 2004, Jeju in 2005, Zhejiang in 2006, Hong Kong in 2007 and finally Tainan. PCM is a major annual international conference bringing together researchers, developers, and educators in the field of multimedia from around the world. It covers a wide spectrum of multimedia research, from state-of-the-art theoretical breakthroughs to the practical systems of multimedia analysis and processing. PCM 2008 featured a comprehensive program including tutorials, keynote talks, regular oral presentations, special sessions, and poster sessions. This year, we - cepted 79 papers out of 210 submissions, giving an acceptance rate of 37%. In addition, 39 papers were accepted for poster presentation. The submissions were categorized into five different tracks: multimedia compression, communication and networking, multimedia processing, analysis and retrieval, multimedia databases, systems, and applications, multimedia human-computer interfaces, multimedia security and digital right management, with a total of 210 submissions from 18 countries and regions. Among the five tracks, "multimedia analysis and retrieval" received the most submissions (34% of the submissions). We kindly appreciate the great effort made by the Program Committee members and the additional reviewers in the reviewing of submissions.

Foundation Course Cartooning John Richardson, 2006 Foundation Course Cartooning is the first step to producing fantastic illustrations - whether hand or computer drawn. Beginning with a fully illustrated overview of the history of cartooning, it gives a fascinating account of early caricatures through to development of modern strip cartoons and animation. Providing everything you need to get started, the book's practical advice includes which equipment and materials you'll need for hand-drawn cartoons and guidance on computer hardware and software. All the major cartoon-drawing techniques are covered, plus easy-to-follow instructions on topics such as how to create characters, convey mood, personality and emotion, give the impression of movement, tell a story in pictures, and much more. Finally, masterclasses provide sample illustrations and practical step-by-step cartooning projects, giving valuable insights into how cartoons are generated and how you can improve your skills and develop your illustrations for a range of applications. This book teaches not only how to draw but also how to bring those cartoons to life.

Human-Computer Interaction: Users and Contexts Masaaki Kurosu, 2015-07-20 The 3-volume set LNCS 9169, 9170, 9171 constitutes the refereed proceedings of the 17th International Conference on Human-Computer Interaction, HCII

2015, held in Los Angeles, CA, USA, in August 2015. The total of 1462 papers and 246 posters presented at the HCII 2015 conferences was carefully reviewed and selected from 4843 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers in LNCS 9171 are organized in topical sections on interaction and quality for the web and social media; HCI in business, industry and innovation; societal and cultural impact of technology; user studies.

An Introduction to Intercultural Communication Fred E. Jandt, 2020-07-24 An Introduction to Intercultural Communication equips students with the knowledge and skills to be competent and confident intercultural communicators. Best-selling author Fred E. Jandt guides readers through key concepts and helps them connect intercultural competence to their own life experiences in order to enhance understanding. Employing his signature accessible writing style, Jandt presents balanced, up-to-date content in a way that readers find interesting and thought-provoking. The Tenth Edition gives increased attention to contemporary social issues in today's global community such as gender identifications, social class identity, and immigration and refugees. Included with this title: The password-protected Instructor Resource Site (formally known as SAGE Edge) offers access to all text-specific resources, including a test bank and editable, chapter-specific PowerPoint® slides.

Analyzing Literature-to-Film Adaptations Mary H. Snyder, 2011-01-20 The majority of scholarly treatments for film adaptation are put forth by experts on film and film analysis, thus with the focus being on film. Analyzing Literature-to-Film Adaptations looks at film adaptation from a fresh perspective, that of writer or creator of literary fiction. In her book, Snyder explores both literature and film as separate entities, detailing the analytical process of interpreting novels and short stories, as well as films. She then introduces a means to analyzing literature-to-film adaptations, drawing from the concept of intertextual comparison. Snyder writes not only from the perspective of a fiction writer but also as an instructor of writing, literature, and film adaptation. She employs the use of specific film adaptations (Frankenstein, Children of Men, Away from Her) to show the analytical process put into practice. Her approach to film adaptation is designed for students just beginning their academic journey but also for those students well on their way. The book also is written for high school and college instructors who teach film adaptations in the classroom.

Digital Art Masters 3DTotal.com (Firm), 2009 Meet some of the finest 2D and 3D artists working in the industry today and discover how they create some of the most innovative digital art in the world. More than a gallery book or a coffee table book - Digital Art Masters Volume 4 includes over 50 artists and 900 unique and stunning 2D and 3D digital art. Beyond the breathtaking images is a breakdown of the techniques, challenges and tricks the artists employed while creating stunning imagery. Divided into 5 sections, Sci-Fi, Scene, Fantasy, Character and Cartoon, Each featured artist segment will include the thought processes behind creating unique digital images and an artist portfolio for further inspiration. Find your inspiration and discover the tips, tricks and techniques that really work.

Digital Art Masters 3dtotal.Com, 2012-10-12 Meet some of the finest 2D and 3D artists working in the industry today and discover how they create some of the most innovative digital art in the world. More than a gallery book or a coffee table book- Digital Art Masters Volume 4 includes over 50 artists and 900 unique and stunning 2D and 3D digital art. Beyond the breathtaking images is a breakdown of the techniques, challenges and tricks the artists employed while creating stunning imagery. This volume, much like the previous volumes is not your standard coffee table book nor is it our usual how-to-book. This book offers inspiration and insight for the advanced amateur and professional CG artists. The Digital Art Masters series has expanded upon the competition's gallery book concept and has added the insight and experiences of professional CG artists worldwide. Divided into 5 sections, Sci-Fi, Scene, Fantasy, Character and Cartoon, Each featured artist segment will include the thought processes behind creating unique digital images and an artist portfolio for further inspiration. Find your inspiration and discover the tips, tricks and techniques that really work.

Official Gazette of the United States Patent and Trademark Office , 2004

Citizen Designer Steven Heller, Veronique Vienne, 2018-05-22 Balancing Social, Professional, and Artistic Views What does it mean to be a designer in today's corporate-driven, overbranded global consumer culture? Citizen Designer, Second Edition, attempts to answer this question with more than seventy debate-stirring essays and interviews espousing viewpoints ranging from the cultural and the political to the professional and the social. This new edition contains a collection of definitions and brief case studies on topics that today's citizen designers must consider, including new essays on social innovation, individual advocacy, group strategies, and living as an ethical designer. Edited by two prominent advocates of socially responsible design, this innovative reference responds to the tough questions today's designers continue to ask themselves, such as: How can a designer affect social or political change? Can design become more than just a service to clients? At what point does a designer have to take responsibility for the client's actions? When should a designer take a stand? Readers will find dozens of captivating insights and opinions on such important issues as reality branding, game design and school violence, advertising and exploitation, design as an environmental driving force, and much more. This candid guide encourages designers to carefully research their clients; become alert about corporate, political, and social developments; and design responsible products. Citizen Designer, Second Edition, includes insights on such contemporary topics as advertising of harmful products, branding to minors, and violence and game design. Readers are presented with an enticing mix of opinions in an appealing format that juxtaposes essays, interviews, and countless illustrations of design citizenship.

Caricaturing Culture in India Ritu Gairola Khanduri, 2014-10-02 A highly original study of newspaper cartoons throughout India's history and culture, and their significance for the world today.

Licensing Update 2015 BATTERSBY, 2015-04-14

Competition, Innovation and the Microsoft Monopoly: Antitrust in the Digital Marketplace Jeffrey A. Eisenach, Thomas M. Lenard, 2012-12-06 Do the antitrust laws have a place in the digital economy or are they obsolete? That is the question raised by the government's legal action against Microsoft, and it is the question this volume is designed to answer. America's antitrust laws were born out of the Industrial Revolution. Opponents of the antitrust laws argue that whatever merit the antitrust laws may have had in the past they have no place in a digital economy. Rapid innovation makes the accumulation of market power practically impossible. Markets change too quickly for antitrust actions to keep up. And antitrust remedies are inevitably regulatory and hence threaten to 'regulate business'. A different view - and, generally, the view presented in this volume - is that antitrust law can and does have an important and constructive role to play in the digital economy. The software business is new, it is complex, and it is rapidly moving. Analysis of market definition, contestability and potential

competition, the role of innovation, network externalities, cost structures and marketing channels present challenges for academics, policymakers and judges alike. Evaluating consumer harm is problematic. Distinguishing between illegal conduct and brutal - but legitimate - competition is often difficult. Is antitrust analysis up to the challenge? This volume suggests that antitrust analysis 'still works'. In stark contrast to the political rhetoric that has surrounded much of the debate over the Microsoft case, the articles presented here suggest neither that Microsoft is inherently bad, nor that it deserves a de facto exemption from the antitrust laws. Instead, they offer insights - for policymakers, courts, practitioners, professors and students of antitrust policy everywhere - on how antitrust analysis can be applied to the business of making and marketing computer software.

Agile! Bertrand Meyer,2014-04-03 Are you attracted by the promises of agile methods but put off by the fanaticism of many agile texts? Would you like to know which agile techniques work, which ones do not matter much, and which ones will harm your projects? Then you need Agile!: the first exhaustive, objective review of agile principles, techniques and tools. Agile methods are one of the most important developments in software over the past decades, but also a surprising mix of the best and the worst. Until now every project and developer had to sort out the good ideas from the bad by themselves. This book spares you the pain. It offers both a thorough descriptive presentation of agile techniques and a perceptive analysis of their benefits and limitations. Agile! serves first as a primer on agile development: one chapter each introduces agile principles, roles, managerial practices, technical practices and artifacts. A separate chapter analyzes the four major agile methods: Extreme Programming, Lean Software, Scrum and Crystal. The accompanying critical analysis explains what you should retain and discard from agile ideas. It is based on Meyer's thorough understanding of software engineering, and his extensive personal experience of programming and project management. He highlights the limitations of agile methods as well as their truly brilliant contributions – even those to which their own authors do not do full justice. Three important chapters precede the core discussion of agile ideas: an overview, serving as a concentrate of the entire book; a dissection of the intellectual devices used by agile authors; and a review of classical software engineering techniques, such as requirements analysis and lifecycle models, which agile methods criticize. The final chapters describe the precautions that a company should take during a transition to agile development and present an overall assessment of agile ideas. This is the first book to discuss agile methods, beyond the brouhaha, in the general context of modern software engineering. It is a key resource for projects that want to combine the best of established results and agile innovations.

Sensation and Perception John Harris,2014-04-30 Sensation and Perception covers in detail the perceptual processes related to vision and hearing, taste and smell, touch and pain as well as the vestibular and proprioceptive systems. Individual chapters cover separate topics including the fast-developing areas of perception of emotions and attractiveness and recognition of faces, plus newer topics not seen regularly in other textbooks, for example changes in perception throughout the lifespan and pathologies of perception. Key features: Chapters begin with summaries of key topics and questions to aid learning Includes key points, spotlights on research, and 'Thinking about Research' sections, designed to encourage students to design their own studies Chapters close with 'Test Yourself' questions, a review of key terms and annotated further readings

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