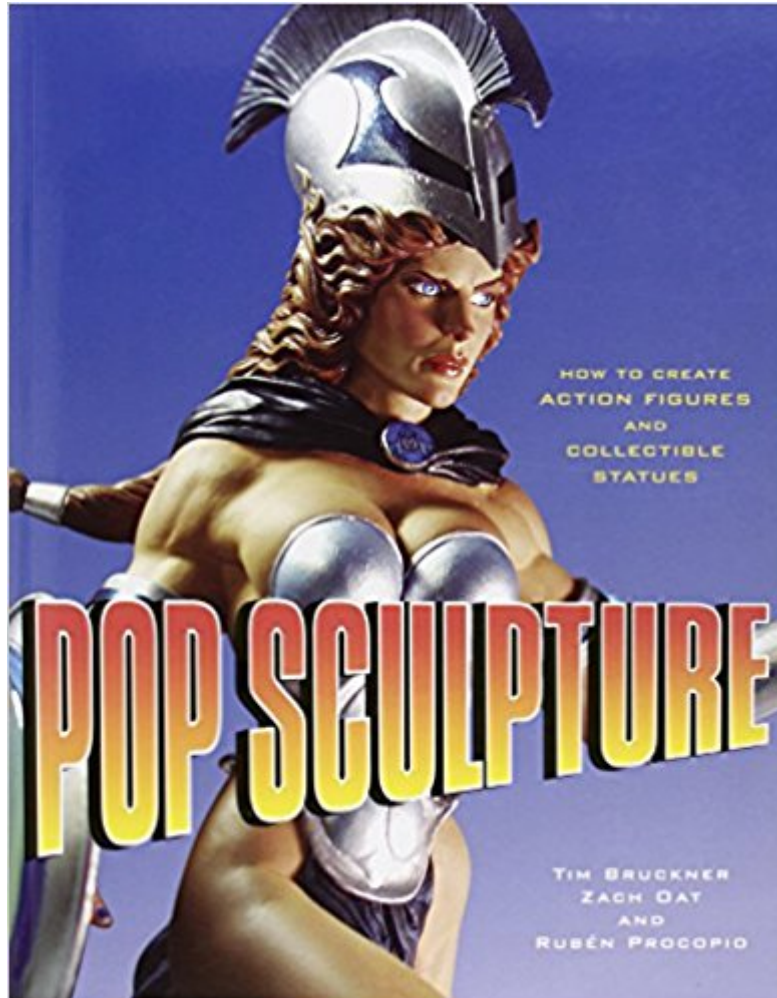


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# Pop Sculpture: How To Create Action Figures And Collectible Statues



## Synopsis

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.

## Book Information

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## Customer Reviews

I spent about ten years of my life writing and helping to promote popular collectibles from action figures to resin busts. It's very easy for an outsider to be dismissive of the art of such things - who

didn't own a Princess Leia action figure that made her look more simian than human. But the truth is, the mass manufacturing process means that sometimes a lot of detail gets lost. Certainly in my time I saw the standards of sculpting rise from the barely acceptable to the truly stunning. I dare anyone to walk into the Four Horsemen's studios and look at the Masters of the Universe 2-Ups (basically a prototype at twice the finished size) and not have their breath taken away. Tim Bruckner is one, if not the best, in the business. He's a pro's pro - a sculptor other sculptors look up to. If you've ever seen DC Direct's Alex Ross-inspired Justice Line you can see a lot of his best work. In fact he's worked on a lot of DC Direct's properties bringing various comic artists' drawings into the 3D realm. So now Tim has teamed up with Zach Oat of Toyfare fame and Rub  n Procopio (Electric Tiki amongst other things) to bring us the definitive book on creating action figures and statues. You'd think with the number of customizers and people wanting to break into the industry there would be a wealth of books on the subject, but this is the first one I've ever seen, and frankly, after being amazed by how comprehensive it is, I don't think another one is ever going to be needed. What's stunning about this book is the level of detail. It goes into everything, filled not just with information, but tips as well. It starts with looking at the art reference, goes through the sculpting and casting to painting and ends with tips on going pro.

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