

Wallace GromitThe Complete Cracking Contraptions Manual Volumes 1 2 Haynes Manual

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Aardman: An Epic Journey - Peter Lord 2018-11-15

For over 40 years, Aardman has entertained and charmed the world, creating memorable stories and timeless animated characters that have gone on to become household names - including Wallace and Gromit, Shaun the Sheep and Morph. But how did two teenagers experimenting with animation on an old kitchen table go on to create a world-class studio that conquered Hollywood? This is an intimate, revealing and funny behind-the-scenes story of Aardman, told in their own words by co-founders Peter Lord and David Sproxton and featuring Nick Park. The colourful account follows Peter and David's extraordinary journey from their humble beginnings as penniless students, teaching themselves the craft of animation, and recounts the key moments that defined their careers and shaped Aardman into the British success story it is today. THIS STORY INCLUDES: KEY MOMENTS THAT SHAPED AARDMAN - their first professional commissions, developing iconic TV commercials, creating the most-played music video of all time and delivering a pitch to Hollywood legend Steven Spielberg. HOLLYWOOD GLAMOUR - What's it like to work with big stars like Mel Gibson, Hugh Grant and Eddie Redmayne, and what goes on behind the scenes at the Oscars®? HIGHS AND LOWS - Winning awards and recognition worldwide for their work, and dealing with the heartbreak of shutting down a production. INSIGHTS into how two men who freely admit they are not at all business-minded managed to build a multi-million pound business. CONTRIBUTIONS from Eddie Redmayne, Timothy Spall, Tom Hiddleston and Hugh Grant. Foreword by Matt Groening.

Dentists - Mary Meinking 2020-08

Open wide! Dentists care for people's teeth. Give readers the inside scoop on what it's like to be a dentist. Readers will learn what dentists do, the tools they use, and how people get this exciting job.

Animation: A World History - Giannalberto Bendazzi 2015-11-06

A continuation of 1994's groundbreaking *Cartoons*, Giannalberto Bendazzi's *Animation: A World History* is the largest, deepest, most comprehensive text of its kind, based on the idea that animation is an art form that deserves its own place in scholarship. Bendazzi delves beyond just Disney, offering readers glimpses into the animation of Russia, Africa, Latin America, and other often-neglected areas and introducing over fifty previously undiscovered artists. Full of first-hand, never before investigated, and elsewhere unavailable information, *Animation: A World History* encompasses the history of animation production on every continent over the span of three centuries. Volume III catches you up to speed on the state of animation from 1991 to present. Although characterized by such trends as economic globalization, the expansion of television series, emerging markets in countries like China and India, and the consolidation of elitist auteur animation, the story of contemporary animation is still open to interpretation. With an abundance of first-hand research and topics ranging from Nickelodeon and Pixar to modern Estonian animation, this book is the most complete record of modern animation on the market and is essential reading for all serious students of animation history. Key Features Over 200 high quality head shots and film stills to add visual reference to your research Detailed information on hundreds of never-before researched animators and films Coverage of animation from more than 90 countries and every major region of the world Chronological and geographical organization for quick access to the information you're looking for

The Art of Aardman - 2017-08-29

See the iconic, energetic art of Aardman Animations like never before! The Art of Aardman takes readers on an unforgettable, behind-the-scenes journey through the studio's archives. This collection features original character sketches and never-before-seen concept art, offering a unique look inside the studio that created Chicken Run, Morph, and, of course, Wallace & Gromit. Kicking things off with forewords from founders Peter Lord and David Sproxton, this celebration of all-things Aardman is a must-have for all animation fans.

Teaching Creative and Critical Thinking in Schools - Russell Grigg 2018-12-10

How do we encourage children to think deeply about the world in which they live? Research-based and highly practical, this book provides guidance on how to develop creative and critical thinking through your classroom teaching. Key coverage includes: · Classroom-ready ideas to stimulate high-order thinking · How to think critically and creatively across all areas of the curriculum · Case studies from primary, secondary and special schools · Philosophical approaches that give pupils the space to think and enquire This is essential reading for anyone on university-led and schools-based primary and secondary initial teacher education courses including undergraduate (BEd, BA QTS), postgraduate (PGCE, SCITT), School Direct, Teach First and employment-based routes and also anyone training to work in early years settings.

The Art of Wallace and Gromit - Andy Lane 2005

Chronicles the story behind the making of "Wallace & Gromit, The Curse of the Were-Rabbit" with behind-the-scenes information as well as concept art, storyboards, character models, set designs, and interviews with the filmmakers.

Until I Met Dudley - Roger McGough 2012-09-25

"Roger McGough's witty text offers many weird and wonderful explanations ... Chris Riddell's artwork makes the whole an imaginative feast" - Bookseller Runner-up for the English Association 4-11 Award for the Best Children's Picture Book. Nominated for the Kate Greenaway Medal. From the minds of the former Children's Laureate Chris Ridell, and award-winning fellow of the Royal Society of Literature Roger McGough, comes a fun-filled book of how things work. Have you ever wondered how a toaster works? Or a fridge-freezer, or a washing-up machine? In this fun-filled book of how things work, Dudley, the techno-wizard dog, provides the answers. Roger McGough's delightfully ingenious text and Chris Riddell's striking illustrations take children from the furthest realms of fantasy into the fascinating world of technology to discover the workings of familiar machines, making it an exciting book which will delight again and again. At first, it describes how a child thinks things work... (gnomes in the toaster) and then Dudley tells you how the various household appliances really work. Includes all the appliances a curious child would be interested in: the dishwasher, the fridge-freezer and more. A funny, imaginative 'how things work' book for ages 4-7.

Sissy Dreams: From Boyfriend to Girlfriend - Paul Zante

Receiving a text from Sasha, my girlfriend, at work was always risky. Especially when she wanted to know if her girlfriend was horny. A short and sweet (and filthy) story.

Wallace & Gromit: The Bootiful Game - Ian Rimmer 2005-09-01

When Wallace takes over a local soccer team, he tries inventive skills to turn the squad around, but matters become complicated when the boardroom turns to dirty tactics and outright sabotage.

Raspberry Pi Projects For Dummies - Mike Cook 2015-07-13

Join the Raspberry revolution with these fun and easy Pi projects The Raspberry Pi has opened up a whole new world of innovation for everyone from hardware hackers and programmers to students, hobbyists, engineers, and beyond. Featuring a variety of hands-on projects, this easy-to-understand guide walks you through every step of the design process and will have you creating like a Raspberry Pi pro in no time. You'll learn how to prepare your workspace, assemble the necessary tools, work with test equipment, and find your way around the Raspberry Pi before moving on to a series of fun, lively projects that brings some power to your plain ol' Pi. Introduces Raspberry Pi basics and gives you a solid understanding of all the essentials you'll need to take on your first project Includes an array of fun and useful projects that show you how to do everything from creating a magic light wand to enhancing your designs with Lego sensors, installing and writing games for the RISC OS, building a transistor tester, and more Provides an easy, hands-on approach to learning more about electronics, programming, and interaction design for Makers and innovators of all ages Bring the power of Pi to your next cool creation with Raspberry Pi Projects For Dummies!

Dan Dare - Rod Barzilay 2013-06-01

Dan Dare is easily the most famous British comic hero. His adventures appeared in the original Eagle magazine during the 1950s and 1960s, but he also featured briefly in 2000AD before returning in the re-launched Eagle of the 1980s. This innovative Haynes Manual takes a detailed look inside the spaceships, space stations and various other craft that played such a huge part in bringing the excitement of space travel to the stories. Beautifully illustrated with cutaway artwork by Graham Bleathman, and supported by fabulous contemporary comic-strip art, this is the ultimate technical guide to the spaceships of Dan Dare and a wonderful addition to every comic fan's bookshelf.

How to Become a Superhero: the Ultimate Guide to the Ultimate You! - Sage Michael 2011

Thank you Stan, for all you have done. You will be in our hearts for generations to come. Review "Revolutionary." -- MSNBC "An ideal pick"-- Midwest Book Review "This is the Harry Potterization of the Self-Help genre." "Undoubtedly the right book for the right time."-- Stan Lee From the Back Cover Whether you choose to fight crime or social injustice, advance in your career, further your education or just be a better you, there is a clear path to success in these pages... and it starts... with you becoming an actual SuperHero. SuperHeroes are everywhere in today's marketplace; Self-Help books more so. This is the first book to combine them both! Stan Lee called it "undoubtedly the right book for the right time." You can be more than you ever imagined and it can be fun. It can be informative... and you absolutely can begin today. Inside you will find 268 pages packed with truly rewarding content. The exercises are challenging, yes. They are meant to be... but they are also fun. You will learn more about who you really are than you ever thought possible. Every detail you need is inside: Training Plans Super Powers You Can Develop Missions to Plan and Accomplish Tools for Your Own Utility Belt Even Gadgets for Your Car! The book is divided into three sections: SuperHero Theory SuperHero Boot Camp Super Powers If you find yourself searching for that next level; if you know you can achieve more but you don't yet know how; if you are ready to leap off that proverbial cliff you are facing but just know that you can fly if you were only given a chance... than this book is definitely for you. I give you, my reader, but one promise: If you follow this book through until the end and you complete every exercise you find inside... you absolutely will become.... a SuperHero

The Darlings - Cristina Alger 2012-02-16

A Bonfire of the Vanities for our times, by an author who "knows her way around 21st-century wealth and power" (The Wall Street Journal). Since he married Merrill Darling, daughter of billionaire financier Carter Darling, attorney Paul Ross has grown accustomed to all the luxuries of Park Avenue. But a tragic event is about to catapult the Darling family into the middle of a massive financial investigation and a red-hot scandal. Suddenly, Paul must decide where his loyalties really lie. Debut novelist Cristina Alger is a former analyst at Goldman Sachs, an attorney, and the daughter of a Wall Street financier. Drawing on her unique insider's perspective, Alger gives us an irresistible glimpse into the highest echelons of New York society—and a fast-paced thriller of epic proportions that powerfully echoes Claire Messud's *The Emperor's Children* and reads like a fictional *Too Big to Fail*.

Wallace & Gromit: Lovely Cheese Gromit! - 2019-07-11

Cracking Animation - Peter Lord 1998

The Aardman Studio in Bristol is one of the biggest successes in the new wave of British animation. This book sets Aardman's achievements and the history of the studio within the context of the tradition of 3-D animation. The studio's initial success with *Morph* was followed with an Oscar for *Creature Comforts* and nominations for *Adam and A Grand Day Out*. Nick Park at Aardman has received two Oscars for his Wallace and Gromit stories, *The Wrong Trousers* and *A Close Shave*.

Narratives Unfolding - Martha Langford 2017

In a global art world, how fares the nation?

Close Reading 14-16 - Mary M. Firth 2007-04-27

Close Reading 14-16 provides a wide selection of extracts with accompanying interpretation/comprehension-type questions, and is appropriate for pupils working towards certificate examinations in English, including Standard Grade, Intermediate 2 and Higher. In addition, the 'Taking A Closer Look' section in each chapter focuses on a specific language feature from the passage and provides further explanations and practice exercises on that aspect of language. An edition of the book is available with answers.

Locar of Carloway Broch - Eric Melvin 1983

Wartime Jeeps - Graham Scott 2012-01-01

This book covers Second World War versions of the legendary Jeep - prototypes, production models and special versions. There are 11 wartime Jeep variants covered - Bantam BRC-40, Budd Pygmy, Willys MA, Ford GP, Willys MB, Willys MB of the Long-Range Desert Group, Ford GPW, Ford GPA or 'Seep', 6x6 MT-TUG, T28 Half-Track and the heavily armed SAS Willys MB. Each model's section opens with a brief text introduction followed by specially commissioned color photographs with fascinating and detailed captions.

Understanding Movies - Louis D. Giannetti 1999

An introduction to the art of the film, emphasizing an aesthetic approach. Objective is to teach any student how to analyze any film by using the various analytical methods outlined in the book.

Animation: A World History - Giannalberto Bendazzi 2015-10-23

A continuation of 1994's groundbreaking *Cartoons*, Giannalberto Bendazzi's *Animation: A World History* is the largest, deepest, most comprehensive text of its kind, based on the idea that animation is an art form that deserves its own place in scholarship. Bendazzi delves beyond just Disney, offering readers glimpses into the animation of Russia, Africa, Latin America, and other often-neglected areas and introducing over fifty previously undiscovered artists. Full of first-hand, never before investigated, and elsewhere unavailable information, *Animation: A World History* encompasses the history of animation production on every continent over the span of three centuries. Volume II delves into the decades following the Golden Age, an uncertain time when television series were overshadowing feature films, art was heavily influenced by the Cold War, and new technologies began to emerge that threatened the traditional methods of animation. Take part in the turmoil of the 1950s through 90s as American animation began to lose its momentum and the advent of television created a global interest in the art form. With a wealth of new research, hundreds of photographs and film stills, and an easy-to-navigate organization, this book is essential reading for all serious students of animation history. Key Features Over 200 high quality head shots and film stills to add visual reference to your research Detailed information on hundreds of never-before researched animators and films Coverage of animation from more than 90 countries and every major region of the world Chronological and geographical organization for quick access to the information you're looking for

The World of Wallace and Gromit - Andy Lane 2004

Wallace and Gromit the eccentric, cheese-loving inventor and his faithful, long-suffering dog started life in 1985 in Nick Park's *A Grand Day Out*, a film he had started while attending Britain's National Film and Television school. Gromit actually began as a cat in another story and initially Wallace didn't have a name, but since then the pair have been catapulted to international fame and captured the hearts of millions, along with a cast of characters that includes the adorable Shaun the Sheep, the dastardly penguin Fingers and the long-suffering lady friend Wendolene. From an idea doodled in a sketchbook to three fully realized

feature films, the secrets of the model-making shop, the set-design shop and the animation studios are all revealed here for the very first time. Including previously unseen original concept artwork from Nick Park and insights into stop-motion animation, this book looks at the establishment of the characters as global property through innovative marketing, major advertising campaigns and must-have merchandise. The World of Wallace & Gromit will explore the way in which two animated characters from Bristol were taken to the heart of the British public and became a much-loved global phenomenon.

Autoconstrucción - 2016

Intelligent Projects Using Python - Santanu Pattanayak 2019-01-31

Implement machine learning and deep learning methodologies to build smart, cognitive AI projects using Python Key FeaturesA go-to guide to help you master AI algorithms and concepts8 real-world projects tackling different challenges in healthcare, e-commerce, and surveillanceUse TensorFlow, Keras, and other Python libraries to implement smart AI applicationsBook Description This book will be a perfect companion if you want to build insightful projects from leading AI domains using Python. The book covers detailed implementation of projects from all the core disciplines of AI. We start by covering the basics of how to create smart systems using machine learning and deep learning techniques. You will assimilate various neural network architectures such as CNN, RNN, LSTM, to solve critical new world challenges. You will learn to train a model to detect diabetic retinopathy conditions in the human eye and create an intelligent system for performing a video-to-text translation. You will use the transfer learning technique in the healthcare domain and implement style transfer using GANs. Later you will learn to build AI-based recommendation systems, a mobile app for sentiment analysis and a powerful chatbot for carrying customer services. You will implement AI techniques in the cybersecurity domain to generate Captchas. Later you will train and build autonomous vehicles to self-drive using reinforcement learning. You will be using libraries from the Python ecosystem such as TensorFlow, Keras and more to bring the core aspects of machine learning, deep learning, and AI. By the end of this book, you will be skilled to build your own smart models for tackling any kind of AI problems without any hassle. What you will learnBuild an intelligent machine translation system using seq-2-seq neural translation machinesCreate AI applications using GAN and deploy smart mobile apps using TensorFlowTranslate videos into text using CNN and RNNImplement smart AI Chatbots, and integrate and extend them in several domainsCreate smart reinforcement, learning-based applications using Q-LearningBreak and generate CAPTCHA using Deep Learning and Adversarial Learning Who this book is for This book is intended for data scientists, machine learning professionals, and deep learning practitioners who are ready to extend their knowledge and potential in AI. If you want to build real-life smart systems to play a crucial role in every complex domain, then this book is what you need. Knowledge of Python programming and a familiarity with basic machine learning and deep learning concepts are expected to help you get the most out of the book

Atlas of the Vascular Plants of Texas: Ferns, gymnosperms, monocots - Billie Lee Turner 2003

Captain Scarlet Manual - Sam Denham 2017-10-10

Following the success of the Haynes Thunderbirds Manual, the same author/illustrator team turn their attention to Captain Scarlet, another iconic sci-fi creation of the late Gerry Anderson. This fascinating manual is a technical guide to Spectrum, the global security service of 2068, and features background information, a history of its creation, profiles of leading agents, confidential details of Spectrum's most valuable weapon in the fight against the Mysterons, and fully annotated cutaway drawings of Spectrum vehicles. The book finishes with comprehensive Mission Files, making it the complete and essential manual for all Spectrum Agents.

One Hundred and One Things to Do to Become a Superhero (or Evil Genius) - Helen Szirtes 2010

You are just 101 Things away from global fame (and possibly world domination). Inside this book is everything you need to transform yourself from mere mortal into exciting, dynamic total superhero material. Make things, learn amazing tricks, and be inspired by genius ideas in order to complete the transition from ordinary person to object of worship and admiration. Develop your . . . Stealth Telepathy Powers of Persuasion Then . . . Select a sidekick Groom your dark side Before . . . Learning to fly (etc.) Your

days as mere mortal are over. Learn, make, practise and cheat your way to hero (or evil villain) status. What are you waiting for?

The Guide to Classic Graphic Adventures - Kurt Kalata 2011

Reviews of over 300 graphic adventure games, focusing on games from prominent publishers such as LucasArts, Sierra On-Line, and Legend Entertainment but covering games from independent developers as well. Reviews primarily cover games published 1984-2000. Interviews with game creators/developers Al Lowe, Corey Cole, Bob Bates, and Josh Mandel are included.

Point Blank - Anthony Horowitz 2021-01-05

Alex Rider is now an IMDb TV/Amazon Original Series! Alex Rider is an orphan turned teen superspy who's saving the world one mission at a time—from #1 New York Times bestselling author! When an investigation into a series of mysterious deaths leads agents to an elite prep school for rebellious kids, MI6 assigns Alex Rider to the case. Before he knows it, Alex is hanging out with the sons of the rich and powerful, and something feels wrong. These former juvenile delinquents have turned well-behaved, studious—and identical—overnight. It's up to Alex to find out who is masterminding this nefarious plot, before they find him. From the author of Magpie Murders and Moriarty.

Stimulating Non-Fiction Writing! - Emma Hughes-Evans 2019-01-25

Stimulating Non-Fiction Writing! Inspiring Children Aged 7-11 offers innovative and exciting ways to engage children in non-fiction writing, giving professionals the confidence and practical advice that they need to support children in producing quality non-fiction texts in the classroom. Packed full of interesting ideas, resource suggestions and practical activities, the book explores the various ways professionals can purposefully encourage 'child authors' to develop their non-fiction writing skills. Tried-and-tested resources, 'Gold star!' tips and practical suggestions are underpinned by research-informed teaching strategies and academic information to strengthen professional practice associated with the teaching of non-fiction writing. By taking a stimulating approach to each text type and linking activities to known texts and stimuli, the book offers differentiated advice for working with children in Lower and Upper Key stage 2. Chapters consider text types that include: Instructions Persuasive texts Non-chronological reports Correspondence texts Discussion texts This new text is the perfect guide for inspiring children aged 7-11 in the classroom and will energise and enrich classroom provision and practice by being an essential resource for teachers and students on teacher training courses.

Wallace & Gromit - Derek Smith 2013-11-01

Now you can see all Wallace & Gromit's cracking contraptions in one book! Featuring everything from the Techno Trousers to the Mind Manipulation-O-Matic, this new paperback edition combines all the content of two previous hardbacks - fabulous cutaway drawings by Graham Bleathman as well as photos and technical descriptions - into a single chunky volume at a great price. This is a book no Wallace & Gromit fan should be without.

Twelve Years a Slave - Solomon Northup 2021-01-01

"Having been born a freeman, and for more than thirty years enjoyed the blessings of liberty in a free State—and having at the end of that time been kidnapped and sold into Slavery, where I remained, until happily rescued in the month of January, 1853, after a bondage of twelve years—it has been suggested that an account of my life and fortunes would not be uninteresting to the public." -an excerpt

Wallace & Gromit Cracking Contraptions Manual 2 - Editors Haynes 2011-10-01

Following the success of the Cracking Contraptions Manual, Wallace has pulled the dust sheets off a further 20 of his ingenious inventions, from the Mind Manipulation-O-Matic and Bun Vac 6000 (Curse of the Were Rabbit) to the Jumbo Generator and Steam Chair (World of Inventions). Cracking Contraptions 2 again features superbly detailed cutaway drawings by Graham Bleathman, informative technical descriptions and color photographs throughout. This time, as well as reprising his role as editor, Wallace plans to take control of the entire print production process.

St. James Encyclopedia of Popular Culture - Gale Editor 2013-05-02

The St. James Encyclopedia Of Popular Culture, 2nd ed., updates and augments the over ten-year-old first edition. It includes 3,036 signed essays (300 of them new), alphabetically arranged, and written or reviewed by subject experts and edited to form a consistent, readable, and straightforward reference. The

entries cover topics and persons in major areas of popular culture: film; music; print culture; social life; sports; television and radio; and art and performance (which include theater, dance, stand-up comedy, and other live performance). The entries analyze each topic or person's significance in and relevance to American popular culture; in addition to basic factual information, readers will gain perspective on the cultural context in which the topic or person has importance.

Wallace & Gromit in A grand day out - Nick Park 2009

When hare-brained inventor Wallace discovers there's no cheese in the house, he sets about building a rocket to take him and his trusty dog, Gromit, to the Moon - knowing the Moon is made of cheese.

A Grand Success! - Peter Lord 2019-01-15

The creators of Chicken Run and the Wallace & Gromit series share the inside story of their Oscar award-winning animation company. Aardman Animations was founded in 1972 by Peter Lord and David Sproxton. Joined by animator Nick Park in 1985, Aardman pioneered a quirky, lovable style of stop-motion animation and brought to life a string of unforgettable movies and television shows, including the highest-grossing stop-animated film of all time, Chicken Run. With *A Grand Success!*, Lord, Sproxton, and Park tell the 45-year history of Aardman. From their first short films, made on a lark on their kitchen table, to advertisements and music videos, *A Grand Success!* recounts the adventures and challenges of developing their own unique style, growing their business, working with famous actors, and conquering Hollywood, all while animating at 24 painstaking moves per second.

The Gramercy Tavern Cookbook - Michael Anthony 2013-10-29

One of the best New York restaurants, a culinary landmark that has been changing the face of American dining for decades, now shares its beloved recipes, stories, and pioneering philosophy. Opened in 1994, Gramercy Tavern is more than just a restaurant. It has become a New York institution earning dozens of accolades, including six James Beard awards. Its impeccable, fiercely seasonal cooking, welcoming atmosphere, and steadfast commitment to hospitality are unparalleled. The restaurant has its own magic—a sense of community and generosity—that's captured in these pages for everyone to bring home and savor through 125 recipes. Restaurateur Danny Meyer's intimate story of how Gramercy was born sets the stage for executive chef-partner Michael Anthony's appealing approach to American cooking and recipes that highlight the bounty of the farmer's market. With 200 sumptuous photographs and personal stories, The

Gramercy Tavern Cookbook also gives an insider look into the things that make this establishment unique, from the artists who have shaped its décor and ambience, to the staff members who share what it is like to be a part of this close-knit restaurant family. Above all, food lovers will be inspired to make memorable meals and bring the warmth of Gramercy into their homes.

Outdoor Games and Puzzles - 2010-04-01

The games and puzzles in this book encourage play that develops children's spatial thinking and problem-solving abilities. There is a mixture of easy and more difficult puzzles, giving readers a chance to test themselves and improve their skills.

A Grand Success - Aardman Animations Ltd 2018-11

For over 40 years, Aardman has entertained and charmed the world, creating memorable stories and timeless animated characters that have gone on to become household names - including Wallace and Gromit, Shaun the Sheep and Morph. But how did two teenagers experimenting with animation on an old kitchen table go on to create a world-class studio that conquered Hollywood? This is an intimate, revealing and funny behind-the-scenes story of Aardman, told in their own words by co-founders Peter Lord and David Sproxton and featuring Nick Park. The colourful account follows Peter and David's extraordinary journey from their humble beginnings as penniless students, teaching themselves the craft of animation, and recounts the key moments that defined their careers and shaped Aardman into the British success story it is today. THIS STORY INCLUDES: KEY MOMENTS THAT SHAPED AARDMAN - their first professional commissions, developing iconic TV commercials, creating the most-played music video of all time and delivering a pitch to Hollywood legend Steven Spielberg. HOLLYWOOD GLAMOUR - What's it like to work with big stars like Mel Gibson, Hugh Grant and Eddie Redmayne, and what goes on behind the scenes at the Oscars®? HIGHS AND LOWS - Winning awards and recognition worldwide for their work, and dealing with the heartbreak of shutting down a production. INSIGHTS into how two men who freely admit they are not at all business-minded managed to build a multi-million pound business. CONTRIBUTIONS from Eddie Redmayne, Timothy Spall, Tom Hiddleston and Hugh Grant. Foreword by Matt Groening.

Close Reading 11-14 - M. M. Firth 2005

Suitable as a stand-alone classroom textbook or a resource for individual pupils needing interpretation practice.