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~~The creative process illustrated : how advertising's big ideas are born. [W Glenn Griffin; Deborah Morrison] -- Considering the scope and power of their influence in our culture, that's not such a crazy idea.~~

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Finally, answers to the question: How are big ideas born? Creative directors, art directors and advertising copywriters are some of the great artists and thinkers of our time. Considering the scope and power of their influence in our culture, that's not such a crazy idea. Take an intimate look into the creative processes of some of the top minds in the advertising industry. Get inspired as you learn about the people behind smart ad campaigns and see how they visualize their own search for a great idea. You'll find outstanding work from an eclectic mix of agencies, including TBWA\CHIAT\DAY, The Jupiter Drawing Room, Wieden+Kennedy, McGarryBowen, McCann Erickson, Ogilvy & Mather, Carmichael Lynch and 72andSunny. The Creative Process Illustrated represents a rare and remarkable look at the minds that fuel the ad industry. You'll be inspired to fresh thinking and better work immediately. Inside you'll find: Process canvases--sketches that visually represent the thought process leading to an idea, from some of the best minds in advertising. Profiles--insightful commentary from contributors, samples of their favorite work, perspectives from their colleagues and details of their professional accomplishments. Practical analysis--a breakdown of models of creativity, creativity as a problem-solving device, and putting the creative process to work for you.

A guide for any person wishing to unlock their full potential and unleash the creative spirit we all have. Many of the earliest books, particularly those dating back to the 1900s and before, are now extremely scarce and increasingly expensive

A guide for any person wishing to unlock their full potential and unleash the creative spirit we all have. Many of the earliest books, particularly those dating back to the 1900s and before, are now extremely scarce and increasingly expensive

What does an idea look like? And where do they come from? Grant Snider's illustrations will motivate you to explore these questions, inspire you to come up with your own answers and, like all Gordian knots, prompt even more questions. Whether you are a professional artist or designer, a student pursuing a creative career, a person of faith, someone who likes walks on the beach, or a dreamer who sits on the front porch contemplating life, this collection of one- and two-page comics will provide insight into the joys and frustrations of creativity, inspiration, and process--no matter your age or creative background. Also Available: The Shape of Ideas 2018 Wall Calendar (ISBN: 978-1-4197-2456-5)

A guide for any person wishing to unlock their full potential and unleash the creative spirit we all have. Many of the earliest books, particularly those dating back to the 1900s and before, are now extremely scarce and increasingly expensive

From a co-founder of Pixar Animation Studios--the Academy Award-winning studio behind Coco, Inside Out, and Toy Story--comes an incisive book about creativity in business and leadership for readers of Daniel Pink, Tom Peters, and Chip and Dan Heath. NEW YORK TIMES BESTSELLER | NAMED ONE OF THE BEST BOOKS OF THE YEAR BY The Huffington Post • Financial Times • Success • Inc. • Library Journal Creativity, Inc. is a manual for anyone who strives for originality and the first-ever, all-access trip into the nerve center of Pixar Animation--into the meetings, postmortems, and "Braintrust" sessions where some of the most successful films in history are made. It is, at heart, a book about creativity--but it is also, as Pixar co-founder and president Ed Catmull writes, "an expression of the ideas that I believe make the best in us possible." For nearly twenty years, Pixar has dominated the world of animation, producing such beloved films as the Toy Story trilogy, Monsters, Inc., Finding Nemo, The Incredibles, Up, WALL-E, and Inside Out, which have gone on to set box-office records and garner thirty Academy Awards. The joyousness of the storytelling, the inventive plots, the emotional authenticity: In some ways, Pixar movies are an object lesson in what creativity really is. Here, in this book, Catmull reveals the ideals and techniques that have made Pixar so widely admired--and so profitable. As a young man, Ed Catmull had a dream: to make the first computer-animated movie. He nurtured that dream as a Ph.D. student at the University of Utah, where many computer science pioneers got their start, and then forged a partnership with George Lucas that led, indirectly, to his co-founding Pixar in 1986. Nine years later, Toy Story was released, changing animation forever. The essential ingredient in that movie's success--and in the thirteen movies that followed--was the unique environment that Catmull and his colleagues built at Pixar, based on leadership and management philosophies that protect the creative process and defy convention, such as: • Give a good idea to a mediocre team, and they will screw it up. But give a mediocre idea to a great team, and they will either fix it or come up with something better. • If you don't strive to uncover what is unseen and understand its nature, you will be ill prepared to lead. • It's not the manager's job to prevent risks. It's the manager's job to make it safe for others to take them. • The cost of preventing errors is often far greater than the cost of fixing them. • A company's communication structure should not mirror its organizational structure. Everybody should be able to talk to anybody.

A pro isn't just a person who can do it well. It's a person who can do it well every time, on demand and on deadline; which is why the key to being a professional creative is having a great creative process. Whether it's writing a book, animating a shot, designing a game level or composing a soundtrack--ultimately, we're all facing similar challenges. Since we share challenges, we can also share solutions. This book is a practical guide, featuring a universal creative process that can streamline any serious creative work, on any scale.

"Drawing relies on a clear vision. It also requires thought which, in, turn, builds understanding. Drawing cannot be detached from seeing and thinking about the fundamental nature of the subject matter being represented. The knowledge and understanding gained through drawing from life directly enhances our ability to draw from the imagination. Just as thought can be put into words, ideas can be made visible in a drawing to promote visual thinking and further stimulate the imagination. Once what is seen or imagined is made visible in a drawing, the image takes on a life of its own and communicates graphically. However eloquently or crudely, all drawings, speak to the eye." From the Preface . Francis D.K. Ching

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