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KEY=VISUAL - JACOBS NICHOLSON

FRAMED INK

Titan Publishing Company *Comic illustrations.*

FRAMED INK 2

FRAME FORMAT, ENERGY, AND COMPOSITION FOR VISUAL STORYTELLERS

The highly anticipated follow-up to Framed Ink from Marcos Mateu-Mestre, Framed Ink 2 provides insight into another compositional tool that Marcos uses every day to create his amazing artwork--the energy within the working frame. In each piece of art, regardless of its format, one must consider essential factors such as the push-pull, tension-relaxation, pressure-release, balance and imbalance that happen inside the working area to support our storytelling. All of these factors apply in any aspect ratio, whether it be horizontal, vertical or square, each a format to consider when working in the movie, gaming, animation and graphic novel industries, which in our day and age can be presented through a variety of outlets such as a movie theater, home theater, social media and a number of personal devices. Marcos encourages and educates us on how not to be limited by the format but to embrace and rise to the challenge of designing for each format. A perfect accompaniment to his prior releases Framed Ink, Framed Perspective Vol. 1 and Vol. 2 and Framed Drawing Techniques, this book will take a reader's knowledge base to the next level and allow them to build on their expertise as an effective visual storyteller.

FRAMED PERSPECTIVE VOL. 1

TECHNICAL DRAWING FOR VISUAL STORYTELLING

Perspective is a discipline often set aside when it comes to general art study, though it is essential to master in order to produce any piece of art that is and feels realistic. As intimidating as perspective may seem, best-selling author and artist Marcos Mateu-Mestre delivers each lesson in an accessible and informative way that takes the mystery out of achieving successful scenes.

FRAMED DRAWING TECHNIQUES

MASTERING BALLPOINT PEN, GRAPHITE PENCIL, AND DIGITAL TECHNIQUES FOR VISUAL STORYTELLING

No matter what stage artists are in their careers, "it's necessary to look toward the future eager to learn and to be better every day," writes artist and best-selling author Marcos Mateu-Mestre (Framed Ink, Framed Perspective Vol. 1 & 2) in his latest book, Framed Drawing Techniques, which is packed with opportunities to do just that. In exquisite and thoughtful detail, Mateu-Mestre lays out distinct approaches to drawing in the book's chapters--The Ballpoint Pen, Graphite Pencil, The Digital Way, and The Gray Scale--outlining the benefits and challenges of each, and specific digital editing techniques that can be applied to one's work in all the mediums to achieve the greatest results. Alongside his important technical lessons, on everything from depicting reflected light on a character's hair to how to add rain to dramatize a scene, is Mateu-Mestre's awe-inspiring artwork, which serves to educate and motivate artists of all levels to discover what incredible storytelling is possible with a single pen or pencil (or tablet).

FRAMED PERSPECTIVE VOL. 2

TECHNICAL DRAWING FOR SHADOWS, VOLUME, AND CHARACTERS

Building on the foundation established with the first book in the series, Framed Perspective 2 guides artists through the challenging tasks of projecting shadows in proper perspective on a variety of environments and working with characters in perspective set in particular situation or setting. Author and artist Marcos Mateu-Mestre reveals the many techniques and mechanics he has used to become proficient in such endeavors, including using anatomy, shadows, and clothing folds to define the shape and volume of characters within an environment. He also shares how to effectively observe a model or object to extract the right amount of information to then translate it into an impactful graphic and visual image, the goal of every visual storyteller.

DIRECTING THE STORY

PROFESSIONAL STORYTELLING AND STORYBOARDING TECHNIQUES FOR LIVE ACTION AND ANIMATION

Taylor & Francis *Francis Glebas, a top Disney storyboard artist, shows how to reach the ultimate goal of animation and moviemaking by showing how to provide audiences with an emotionally satisfying experience. Directing the Story offers a structural approach to clearly and dramatically presenting visual stories. With Francis' help you'll discover the professional storytelling techniques which have swept away generations of movie goers and kept them coming back for more. You'll also learn to spot potential problems before they cost you time or money and offers creative solutions to solve them. Best of all, it practices what it preaches, using a graphic novel format to demonstrate the professional visual storytelling techniques you need to know.*

HOW TO DRAW NOIR COMICS

THE ART AND TECHNIQUE OF VISUAL STORYTELLING

Watson-Guptill *Describes the techniques needed to draw noir comics such as creating mood, staging action, working with a script, characters, and lightning.*

THE ART OF COMIC BOOK INKING (THIRD EDITION)

Dark Horse Comics *The industry-standard manual for aspiring inkers and working professionals returns in a new expanded edition. Gain insights into the techniques, tools, and approaches of some of the finest ink artists in comics, including Terry Austin, Mark Farmer, Scott Williams, Alex Garner, and many more. This expanded edition features new art and text by author Gary Martin and a bonus chapter on digital inking by artist Leo Vitalis. Also included are eight full-sized blue-lined art boards featuring pencil art by top comics illustrators, present and past, to use for practice or as samples to show*

editors and publishers. Along with pen, brush, and stylus, no inking tool is more useful than The Art of Comic-Book Inking.

PERSPECTIVE! FOR COMIC BOOK ARTISTS

HOW TO ACHIEVE A PROFESSIONAL LOOK IN YOUR ARTWORK

Watson-Guptill Publications *Teaches comic book artists about artistic perspective, covering one, two, and three-point perspective, using circles, drawing the human figure, and explaining the horizon and vanishing point*

ARTISTS ON COMICS ART

Titan Books *"The biggest names in comics art, the creators who have surpassed simply, hot, speak out for the first time about their craft. Having rummaged through the collective psyche of the comic industry's finest writers in the bestselling Writers on Comics Scriptwriting, indomitable journalist Mark Salisbury turns his attention to the artists, the visionaries who breathe dramatic, larger than life into today's comics. The secrets of translating comics script to graphic storytelling are laid bare, from concept to design, thumbnails to finished art, charting the evolution of this most vibrant of virial mediums. Technique, style, layouts, approach, penciling, inking no possible facet of the artist's craft is left unexplored. Revealing, instructional, shocking and humorous Artists on Comic Arts has something for everyone, from comics fans to budding artists to hardened professionals. Full illustrated throughout, the book features scores of rare and previously unseen designs, sketches, breakdowns, and thumbnails, making it quite simply the only book on comics art you'll ever need." -- Back cover*

ROBERT WILLIAMS

THE FATHER OF EXPONENTIAL IMAGINATION

Fantagraphics Books *Robert Williams: The Father of Exponential Imagination is a comprehensive career spanning, comprehensive collection of the iconic painter's fine art, including every one of his remarkable oil paintings along with a presentation of his drawings, sculptures, and works in other media. Simply put, this is the art book of the decade, and the book that Williams has been working toward his entire career. In the late 20th and early 21st century, diverse forms of commonplace and popular art appeared to be coalescing into a formidable faction of new painted realism. The new school of imagery was a product of art that didn't fit comfortably into the accepted definition of fine art. It embraced some of the figurative graphics that formal art academia tended to reject: comic books, movie posters, trading cards, surfer art, hot rod illustration, to mention a few. This alternative art movement found its most apt participant in one of America's most controversial underground artists, the painter, Robert Williams. It was this artist who brought the term "lowbrow" into the fine arts lexicon, with his groundbreaking 1979 book, The Lowbrow Art of Robt. Williams. Williams pursued a career as a fine arts painter years before joining the art studio of Ed "Big Daddy" Roth in the mid-1960s. From this position he moved into the rebellious, anti-war circles of early underground comix, as one of the celebrated ZAP cartoonists. Featuring an introductory essay by Coagula Art Journal founder Mat Gleason along with a new art manifesto and foreword by Williams himself, as well as tons of rare photos and ephemera.*

PROFESSIONAL STORYBOARDING

RULES OF THUMB

Taylor & Francis *Storyboarding is a very tough business, and many, if not most board artists struggle to make a decent living. A new storyboarder really needs to have their wits about them and have some professional savvy to survive in this very tough, competitive field. Storyboarding: Rules of Thumb offers highly illustrative examples of basic storyboarding concepts, as well as sound, career-oriented advice for the new artist. This book also features a number of veteran storyboard artists sharing their experiences in the professional world. * Includes exercises, case studies, and interviews with leading professionals - grounded with practical advice and experienced step-by-step workflows. * Great for beginner to intermediate storyboard artists; explore the basic principles of storyboarding including design, composition and color as well as panel to panel storytelling and page to page storytelling. * Breaks down what new professionals can expect on the business-side of the artform - from an experienced professional artist.*

1,000 PORTRAIT ILLUSTRATIONS

CONTEMPORARY ILLUSTRATION FROM PENCIL TO DIGITAL

Rockport Publishers *In this beautiful addition to the 1,000 series, 1,000 Portrait Illustrations showcases the best work from renowned artists from across the globe. With detailed profiles, extensive interviews, and gorgeous imagery, this book is a feast of creativity. Featured artists include: - Randy Glass: http://www.randyglassstudio.com - David Fullarton: http://www.davidfullarton.com - Ward Schumaker: http://www.warddraw.com - Sam Wolfe: http://www.samwolfeconnelly.com - Daniel Zender: http://www.danielzender.com - Bryce Wymer: http://www.brycewymer.com - Daniel Krall: http://www.danielkrall.com - Sam Weber: http://www.sampaints.com - Daniel Fishel: http://www.o-fishel.com - Kyungduk Kim: http://www.dukillustration.com - Sharmila Banerjee: http://www.sharmilabanerjee.de - Jenny Morgan: http://www.jennymorganart.com - Kelly Thompson: http://www.kellythompson.co.nz - And many others Explore a diverse range of artistic talent in portraiture and become truly inspired by this stunning collection!*

SKETCHBOOK: COMPOSITION STUDIES FOR FILM

Laurence King Publishing *Featuring hundreds of carefully hand-crafted illustrations by the internationally renowned production designer Hans Bacher, Sketchbook - Composition Studies for Film is a unique journey through the mind and creative process of one of the artistic legends in animation film design. Having shaped such films as The Lion King, Mulan and Beauty and the Beast to name a few, Hans's work is a part of the very cultural fabric of our age. Here the artist puts on display the rarely discussed first part of image making for film, the conceptual thumbnail. Exquisitely beautiful in themselves, these small illustrations represent the birth of what eventually becomes the iconic images we experience on the silver screen. Essential to anyone interested in understanding the skeletal structure that exists underneath stunning imagery in all forms of media, this book is especially relevant today with the dramatic increase of interest in film and game design. Although students today have ready access to and an understanding of technical aspects of the craft using associated software, the area most lacking in accessible information is this quintessential first part of thumb-nailing an image. This unique book will provide the student and professional with the fundamentals of conceptualizing images, and how these can be used in composition in the related fields of illustration, graphic novels, 2D animation, 3D animation, photography and cinematography.*

PERSPECTIVE

Dk Pub *Looks at the history of perspective, shows how it is used to give depth to art, and discusses atmospheric perspective, anamorphic images, and perspective illusion.*

PEN & INK SKETCHING

STEP BY STEP

Courier Corporation *This clear and concise guide to pen-and-ink work presents 37 step-by-step illustrations that progress from pencil sketch to ink outline to shadows and details to completed work. Written in a direct, engaging style and richly illustrated, its drawings range from easy to complex and offer guidance for artists at every level.*

GRAPHIC LA 2ND EDITION

VISION

COLOR AND COMPOSITION FOR FILM

Laurence King Publishing *Featuring hundreds of carefully hand-crafted illustrations as well as significant tuition on how to best compose and use images to create the most powerful frames, this book is potentially Hans P. Bacher's life's work encapsulated in one volume. Here, the internationally renowned production designer shares his expertise in an easy-to-follow and imaginative way – giving tips, exercises, and a depth of knowledge garnered from a lifetime in the industry. Bacher's production designs have established the look of many seminal animated films such as The Lion King, Balto, Mulan and Beauty and the Beast, so fans of his work will be delighted. While keeping the focus on storytelling, Bacher instructs readers in the art of animated cinematography with the ever-present aim of soliciting an emotional response from the audience. Vision: Color and Composition for Film represents an amazing depth of experience — and is visually arresting to boot.*

DRAWING PEOPLE

Penguin *Draw Natural and Believable Clothed Figures In Drawing People, award-winning illustrator and instructor Barbara Bradley provides all the information you need to render clothed human figures with energy, detail and control. Bradley begins by teaching the basics of any drawing, including proportion, perspective and value. Next, you'll learn how to overcome the special challenges posed by clothing, including fabric folds and draping effects. Bradley illustrates how they're constructed and how to draw them in different situations—on male and female figures that are active or at rest. These reliable, proven drawing techniques will add a natural feel to your art, resulting in figures that look as if they could walk, run or dance right off the page.*

FIGURE DRAWING FOR ARTISTS

MAKING EVERY MARK COUNT

How often does an aspiring artist read a book or take a class on drawing the human body, only to end up with page after page of stiff lifeless marks rather than the well-conceived figure the course promised? Though there are many books on drawing the human figure, none teach how to draw a figure from the first few marks of the quick sketch to the last virtuosic stroke of the finished masterpiece, let alone through a convincing, easy-to-understand method. That changes now. In Figure Drawing for Artists: Making Every Mark Count, award-winning fine artist Steve Huston shows beginners and pros alike the two foundational concepts behind the greatest masterpieces in art and how to use them as the basis for their own success. Embark on a drawing journey and discover how these twin pillars of support are behind everything from the Venus De Milo to Michelangelo's Sibyl to George Bellow's Stag at Sharkey's, how they're the fundamental tools for animation studios around the world, and how the best comic book artists from the beginnings of the art form until now use them whether they know it or not. Figure Drawing for Artists: Making Every Mark Count sketches out the same two-step method taught to the artists of DreamWorks, Warner Brothers, and Disney Animation, so pick up a pencil and get drawing.

THE DC COMICS GUIDE TO DIGITALLY DRAWING COMICS

Watson-Guptill *At last–the first guide to drawing comics digitally! Artists! Gain incredible superpowers...with the help of your computer! The DC Comics Guide to Digitally Drawing Comics shows how to give up pencil, pen, and paper and start drawing dynamic, exciting comics art entirely with computer tools. Author Freddie E Williams is one of DC Comics' hottest artists and a leader in digital penciling and inking–and here, in clear, step-by-step directions, he guides readers through every part of the digital process, from turning on the computer to finishing a digital file of fully inked comic art, ready for print. Creating a template, sketching on the computer, penciling, and finally inking digitally are all covered in depth, along with bold, timesaving shortcuts created by Williams, tested by years of trial and error. Step into the digital age, streamline the drawing process, and leap over the limitations of mere physical drawing materials with The DC Guide to Digitally Drawing Comics.*

HOW TO DRAW

DRAWING AND SKETCHING OBJECTS AND ENVIRONMENTS FROM YOUR IMAGINATION

Provides instruction on drawing objects and environments from the imagination, constructing accurate perspective grids, and experimenting with various mediums.

FREEHAND FIGURE DRAWING FOR ILLUSTRATORS

MASTERING THE ART OF DRAWING FROM MEMORY

Watson-Guptill *Draw the Human Figure Anywhere, Anytime For today's in-demand comic creators, animators, video game artists, concept designers, and more, being able to quickly draw the human figure in a variety of action-packed poses is a requirement. But what do you do if you don't have models or photographic reference readily available? In Freehand Figure Drawing for Illustrators, artist and instructor David H. Ross provides an alternative solution, showing you how to master freehand figure drawing without visual reference by using a modern twist on the classic technique of blocking out the human figure in mannequin form. Step-by-step lessons guide illustrators from basic poses (standing, running, jumping) to extreme motions (throwing punches, high kicking). For on-the-go artists, Freehand Figure Drawing for Illustrators allows you complete freedom to bring your figures to life at any time.*

NIB AND INK: A MODERN CALLIGRAPHY SKETCHBOOK

Abrams Noterie

VANISHING POINT

PERSPECTIVE FOR COMICS FROM THE GROUND UP

IMPACT *Master perspective like the pros! Vanishing Point shows you how to conquer the fundamentals of perspective drawing and then equips you with technical tricks and tools that make dynamic and complex scenes a snap. This complete guide helps you build your understanding of perspective to an intuitive level so you can draw anything you can imagine. Inside you'll find: Complete instruction on drawing in one-, two- and three-point perspective and four- and five-point curvilinear perspective (where "straight" lines are drawn as curves). Curvilinear perspective has not been taught in any other perspective book - until now! Full-color, step-by-step demonstrations move you beyond the theories and let you practice the techniques in real scenes. A special chapter on drawing curves helps you break out of the box and draw cylinders, ellipses, cars and, most importantly, people in perfect perspective. Shortcuts and tips show you how to create believable perspective in no time flat. No matter what your skill level, Vanishing Point offers you a new way of looking at perspective and lets you draw as though you have decades of drawing experience - even if you don't. You'll learn everything you need to know to pour your imagination on the page with power and confidence.*

ART OF SIN CITY

Dark Horse Comics *Frank Miller's Sin City has set the gold standard for crime comics, both for Miller's unflinching stories and for his visceral, powerfully charged art. To honor the artist and his groundbreaking work, Dark Horse is proud to return Frank Miller: The Art of Sin City to print, now in an affordable softcover edition. An astonishing look into a master's process, containing pieces both published and unpublished, and featuring items ranging from preliminary sketches to promotional pieces, this beautiful artistic showcase holds everything a Sin City fan, or connoisseur of fine art.*

MASTER CLASS

Penguin "From the critically acclaimed author of Vox comes a suspenseful new novel that explores a disturbing alternate reality where the government has legalized eugenics. Elena Fairchild is a teacher at one of the state's new elite schools, where children undergo routine tests for their quotient (Q). Those who don't measure up are placed in the many state boarding schools that have cropped up under a new government mandate--Elena's daughter, Freddie, is one of them. In order to be with Freddie, Elena immediately requests to transfer to the state school. To her horror, she learns that the children are receiving the bare minimum of instruction. Instead, they spend their days making handcrafted goods--valuable commodities in the age of machine-made products. What began as a shock quickly becomes a nightmare as Elena discovers the terrifying atrocities inflicted upon the students. Not only have their test scores been tampered with, but they're also unwitting subjects of experiments, one of which tests a new method of chemical sterilization. The plan? To render all adolescents with undesirable quotients infertile...and Freddie may be next in line"--

MARVEL ILLUSTRATOR'S SKETCHBOOK

Marvel Practice how to draw comics the Marvel way with this dedicated sketchbook that takes you through all the key stages in the creative process! With advice from the pros on every step - character designs, layouts, pencils, inks, colors and covers - it's exactly what you need to help develop your skills as an illustrator! Take a Journey into Artistry with this first-of-its-kind sketchbook from the House of Ideas - and with lots of hard work and practice, one day you too can Make Yours Marvel! More than 30% of the pages are instructional pages!

SPEED TRIBES

DAYS AND NIGHT'S WITH JAPAN'S NEXT GENERATION

Harper Collins This foray into the often violent subcultures of Japan dramatically debunks the Western perception of a seemingly controlled and orderly society.

THE ART OF COMIC BOOK INKING

Presents a guide to the "inking" process, introducing the techniques and textures that make comics so visually appealing.

CREATIVE PERSPECTIVE FOR ARTISTS AND ILLUSTRATORS

Courier Corporation Distinguished art educator and publisher shows importance of classic perspective rules — and when to violate them. Picture plane, foreshortening and convergence, other topics. Analysis of works by leading artists and illustrators. 349 illustrations.

FORCE: DYNAMIC LIFE DRAWING

10TH ANNIVERSARY EDITION

CRC Press Bring your artwork to life with the power of the FORCE! Watch, listen, and follow along as Mike Mattesi demonstrates the fundamental FORCE line and explains dynamic figure drawing techniques through 30 videos that are launched through the book's companion App. Packed with superb, powerfully drawn examples, the updated third edition of FORCE features an all-new section on the "FORCE blob," and dozens of fresh illustrations. Mike Mattesi's 10th anniversary edition of FORCE will teach readers how to put thought and imagination to paper. Whether you are an illustrator, animator, comic book artist, or student, you'll learn to use rhythm, shape, and line to bring out the life in any subject. The 10th Anniversary Edition contains numerous improvements. Around 30 videos are embedded within the book and accessible through the FORCE Drawing App. In the App, click on the image of the camera, point your mobile device's camera at the page with the symbol, and then finally tap the video card image floating above the drawing to launch the video. Then sit back and watch the video that shows me creating that drawing and discussing my process. Many new drawings can be found within this edition and the addition of color now further clarifies the theory of FORCE. Key Features The unique, dynamic learning system that has helped thousands of artists enhance their figure drawing abilities Dozens of updated illustrations and all-new content, exclusive to the 3rd edition Select pages can be scanned by your smartphone or other device to pull up bonus video content, enhancing the learning process Companion App: Nearly 50 videos are available on the free FORCE Drawing companion app that can be downloaded through Google Play or the Apple App Store

MASTER THE ART OF SPEED PAINTING

DIGITAL PAINTING TECHNIQUES

3dtotal Publishing Explore the process of creating digital art in no time at all with this comprehensive guide to speed painting.

THE WEATHERLY GUIDE TO DRAWING ANIMALS

Drawing Animals "The Weatherly Guide to Drawing Animals focuses on learning how to draw animals using solid drawing principles."--Publisher.

RAPID VIZ

A NEW METHOD FOR THE RAPID VISUALIZATION OF IDEAS, THIRD EDITION

Rapid Viz, Third Edition: A New Method for the Rapid Visualization of Ideas provides hands-on instruction on quick sketching skills and techniques that allow you to picture your ideas mentally, and then quickly convert those thoughts into visual reality on a piece of paper. The method is not designed to help you become a master illustrator, but rather a visual thinker and communicator. Emphasizing speed and simplicity, the Rapid Viz method breaks down drawing to the essentials, teaching the fundamental techniques of graphic art and design using only the simplest of tools: felt-tip pens or pencils and paper. Using a minimum amount of time, trouble, and effort, Rapid Viz enables you to nail down your ideas onto paper, rapidly converting your thoughts while they are still fresh, and then polish them for clear visual communication with others.

CLASSICAL PAINTING ATELIER

A CONTEMPORARY GUIDE TO TRADITIONAL STUDIO PRACTICE

Watson-Guptill Want to paint more like Manet and less like Jackson Pollock? Students of art hailed Classical Drawing Atelier, Juliette Aristides's first book, as a dynamic return to the atelier educational model. Ateliers, popular in the nineteenth century, teach emerging artists by pairing them with a master artist over a period of years. The educational process begins as students copy masterworks, then gradually progress to painting as their skills develop. The many artists at every level who learned from Classical Drawing Atelier have been clamoring for more of this sophisticated approach to teaching and learning. In Classical Painting Atelier, Aristides, a leader in the atelier movement, takes students step-by-step through the finest works of Old Masters and today's most respected realist artists to reveal the principles of creating full-color realist still lifes, portraits, and figure paintings. Rich in tradition, yet practical for today's artists, Classical Painting Atelier is ideal for serious art students seeking a timeless visual education.

HOW TO RENDER

THE FUNDAMENTALS OF LIGHT, SHADOW AND REFLECTIVITY

Explains how the human brain interprets the visual world around us, as well as the subject of visually communicating the form of an object in easy to understand lessons through the use of drawings, photography, and more.

DREAM WORLDS: PRODUCTION DESIGN FOR ANIMATION

Taylor & Francis *A truly unique visual delight offering insight into the development of animation classics like Bambi, Beauty and the Beast, The Lion King, Lilo and Stitch as well as a tantalizing examination of unfinished Disney projects.*

THE VISUAL STORY

CREATING THE VISUAL STRUCTURE OF FILM, TV AND DIGITAL MEDIA

Taylor & Francis *If you can't make it to one of Bruce Block's legendary visual storytelling seminars, then you need his book! Now in full color for the first time, this best-seller offers a clear view of the relationship between the story/script structure and the visual structure of a film, video, animated piece, or video game. You'll learn how to structure your visuals as carefully as a writer structures a story or a composer structures music. Understanding visual structure allows you to communicate moods and emotions, and most importantly, reveals the critical relationship between story structure and visual structure. The concepts in this book will benefit writers, directors, photographers, production designers, art directors, and editors who are always confronted by the same visual problems that have faced every picture maker in the past, present, and future.*

LIGHT FOR VISUAL ARTISTS SECOND EDITION

UNDERSTANDING AND USING LIGHT IN ART & DESIGN

Laurence King Publishing *This introduction to light for students and visual artists explores the way light can be used to create realistic and fantastical effects in a wide range of media. Divided into three parts, the clearly written text explains: the fundamental properties of natural and artificial light; how to create realistic images by observing people and the environment; the creative use of light in composition and design. Updated with revised photos and artwork, as well as 15 practical exercises and new online video material, this second edition is an indispensable resource for animators, digital illustrators, painters, photographers, and artists working in any medium.*