

Online Library Rigging
Handbook 3rd Edition

Rigging Handbook 3rd Edition

*Concert Lighting: Tools,
Techniques, Art, and
Business Fourth Edition
provides readers with an*

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Online Library Rigging Handbook 3rd Edition

*updated look at how to
succeed in the complex
world of concert lighting
design and technology. The
authors have reorganized
the book into three
comprehensive and*

Online Library Rigging Handbook 3rd Edition

*thoroughly revised
sections, covering
history, equipment and
technology, and design,
and containing new
information on LED
technology, pixel mapping,*

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projection options, media servers, automated lighting, solutions for moving lights, DMX, and Ethernet problems, and designer communication and collaboration. This book

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also explores the cross-media use of concert lighting techniques in film, video, theatre, and the corporate world, highlighted with advice from master designers such

Online Library Rigging Handbook 3rd Edition

*as Bruce Rodgers, Cosmo
Wilson, and Sarah Landau.
From securing precious
contracts to knowing the
best equipment to use to
design a show, Concert
Lighting covers everything*

Online Library Rigging Handbook 3rd Edition

*a designer needs to know
about working in the
touring industry.*

*This is the fourth edition
of Dr. Hall's book on
rigging math. It breaks
down complex entertainment*

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rigging (theatre and arena) calculations and makes them easy to understand. It also provides hints for remembering many rigging formulas. It is a great

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*resource for anyone
studying for either ETCP
rigging exam, and includes
an explanation of the
equations found on the
ETCP Certified Rigger -
Formula Table. The third*

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edition has a greatly expanded section on arena rigging, as well as more material and appendices for theatrical rigging. Also, this edition has links to even more free

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*downloads of Excel
workbooks for arena
rigging. Beginning riggers
will find this an
excellent textbook and
experience riggers will
find it as a great*

Online Library Rigging Handbook 3rd Edition

reference book.

The follow-up to the 2000 Golden Pen Award-winning Structural Design for the Stage, this second edition provides the theater technician with a

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foundation in structural design, allowing an intuitive understanding of "why sets stand up." It introduces the basics of statics and the study of the strength of materials

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as they apply to typical scenery, emphasizing conservative approaches to real world examples. This is an invaluable reference for any serious theatre technician throughout

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their career, from the initial study of the fundamental concepts, to the day-to-day use of the techniques and reference materials. Now in hardcover, with nearly 200

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new pages of content, it has been completely revised and updated to reflect the latest recommended practices of the lumber and steel industries, while also

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*including aluminum design
for the first time.*

Stage Rigging Handbook

Rigging Handbook

Regulations and Practice

The Event Safety Guide

Scenic Automation Handbook

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Stagehand 101

***Succinct and jargon free,
Stage Rigging Handbook
remains the only book in any
language that covers the
design, operation, and
maintenance of stage rigging
equipment. It is written in an***

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at-a-glance outline form, yet contains in-depth information available nowhere else. This second edition includes two new parts: the first, and expanded discussion of the forces and loads on stage rigging components and the

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***structure supporting them;
the second, an examination of
block and tackle rigging. The
remaining four parts contain
numerous revisions.***

***Explaining his purpose, Jay O.
Glerum points out that four
main principles make up the***

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core of this book: know the rigging system; know that it is in safe working order; know how to use it; keep your concentration. Glerum applies these principles to all of the major types of stage rigging systems, including block and

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tackle, hemp, counterweight, and motorized. He describes each type of rigging, then thoroughly reviews the operating procedures and ways of inspecting existing systems.

Blender™ is a free Open

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Source 3D Creation Suite supporting the entire modeling and animation pipeline - modeling, rigging, animation, simulation, rendering, compositing and motion tracking. The program also includes Video Editing

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***and Grease Pencil 2D
Animation. The program is
free to download and use by
anyone for anything. The
Complete Guide to Blender
Graphics: Modeling and
Animation, 5th Edition is a
unified manual describing the***

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operation of Blender version 2.80 with its New Improved Interface, New Workspaces and New Eevee Render System. This book introduces the program's Graphical User Interface and shows how to implement tools for modeling

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and animating characters and creating scenes with the application of color, texture and special lighting effects. Key Features: The book is designed to lead new users into the world of computer graphics using Blender 2.80

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and to be a reference for established Blender artists. The book presents instruction in a series of short chapters with visual references and practical examples. Instructions are structured in a building-block fashion using

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***contents in earlier chapters to explain more complex operations in later chapters.
EBOOK ONLY FRENCH EDITION
The Event Safety Guide is the United States' first published safety guidance directed specifically at the live event***

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industry. Culled from existing life safety standards and the insight of top professionals within the event industry, The Event Safety Guide compiles the best operational practices currently available in the live event industry in a single

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easily referenced manual. The guide is not a “how-to book” or a complicated set of standards. Rather, it is intended to help busy industry professionals know what safe workplace practices might be, heighten their

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understanding of the importance of safety in everything they do, and apply these best practices in their daily work. Designed for field use, The Event Safety Guide is categorically organized and written in straightforward and

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easily understood language. Thirty-nine chapters and five appendixes address a broad range of subjects relevant to most events, including emergency planning, weather preparedness, and fire safety, as well as specific technical

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***issues such as pyrotechnics,
rigging, and temporary
staging. Included appendixes
provide additional resources,
including helpful planning
checklists and information on
the National Incident
Management System (NIMS)***

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Incident Command System (ICS). All referenced standards are thoroughly cited within the text to ensure readers know precisely where to turn for additional information. Whether you're a seasoned veteran or just

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starting out in the event industry, you'll find The Event Safety Guide to be an indispensable reference when planning your next event.

***Arena Rigging
Compilation of Work on
Rigging Practices, Safety, and***

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Related Topics

***The Complete Guide to
Blender Graphics***

***Handbook of Rigging for
Construction and Industrial
Operations***

***Computer Modeling &
Animation, Fifth Edition***

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Fourth Edition

A guide to both practical and theoretical aspects of rigging for the entertainment industry.

This exceptionally produced trainee guide features a highly illustrated design, technical hints

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*and tips from industry experts,
review questions and a whole lot
more! Key content includes:
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and Personnel Lifts. Instructor
Supplements Instructors: Product
supplements may be ordered*

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Wisdom from the best and the brightest in the industry, this visual effects bible belongs on the shelf of anyone working in or aspiring to work in VFX. The book covers techniques and solutions all VFX

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artists/producers/supervisors need to know, from breaking down a script and initial bidding, to digital character creation and compositing of both live-action and CG elements. In-depth lessons on stereoscopic

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moviemaking, color management and digital intermediates are included, as well as chapters on interactive games and full animation authored by artists from EA and Dreamworks respectively. From

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predproduction to acquisition to postproduction, every aspect of the VFX production workflow is given prominent coverage. VFX legends such as John Knoll, Mike Fink, and John Erland provide you with invaluable insight and

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lessons from the set, equipping you with everything you need to know about the entire visual effects workflow. Simply a must-have book for anyone working in or wanting to work in the VFX industry.

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*Stage Scenery: Its Construction
and Rigging*

Rope Rescue & Rigging

*The VES Handbook of Visual
Effects*

Handbook for Riggers

The Annapolis Book of

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Seamanship

An Introduction to Rigging in the Entertainment Industry

(Yamaha Products). Sound reinforcement is the use of audio amplification systems. This book is the

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first and only book of its kind to cover all aspects of designing and using such systems for public address and musical performance. The book features information on

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both the audio theory involved and the practical applications of that theory, explaining everything from microphones to loudspeakers. This revised

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edition features almost 40 new pages and is even easier to follow with the addition of an index and a simplified page and chapter numbering system. New topics covered

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include: MIDI,
Synchronization, and an
Appendix on Logarithms.
416 Pages.

Scenic automation has
earned a reputation of
being complicated and

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cantankerous, a craft best left to the elite of our industry. Not sure of the difference between a VFD, PLC, or PID? If you have dreamed of choreographing scene changes with

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computerized machinery,
but get lost in the
technical jargon the
Scenic Automation Handbook
will guide you along the
road to elegant
automation. Adopting a

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pragmatic approach, this book breaks down any automation system into five points, known as the Pentagon of Power. Breaking down a dauntingly complex system into bite-

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size pieces makes it easy to understand how components function, connect, and communicate to form a complete system. Presenting the fundamental behaviors and functions of

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Machinery, Feedback
Sensors, Amplifiers,
Controls, and Operator
Interfaces, the Scenic
Automation Handbook
demystifies automation,
reinforcing each concept

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with practical examples
that can be used for
experimentation.

Automation is accessible –
come along and learn how!

Completely revised and
updated to address changes

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in technology, this new edition is the definitive guide to the art and science of sailing. Since the publication of the widely hailed first edition in 1983, The

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Annapolis Book of
Seamanship has set the
standard by which other
books on sailing are
measured. Used throughout
America as a textbook in
sailing schools and Power

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Squadrons, The Annapolis Book of Seamanship thoroughly and clearly covers the fundamental and advanced skills of modern sailing. This edition of Annapolis is a major

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overhaul. Over half the book has been revised; old topics and features have been updated, and many new ones have been introduced. The design has been modernized, and many color

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illustrations have been added. As big and detailed as Annapolis is, the wealth of technical information (including dozens of step-by-step instructions) is presented

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here in a way that is uniquely readable; it's both useful and easy to use. This is because John Rousmaniere and artist Mark Smith bring to Annapolis decades of

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experience both as sailors and as professional communicators. Annapolis emphasizes the standard skills and proven methods that eliminate error and confusion, ensure security

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in emergencies, and allow every sailor more time for enjoyment on the water. Much has changed on the water since 1983 when this book was originally published. Black buoys are

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now green, the Global Positioning Satellite navigation system (GPS) is almost universally used, new types of anchors and sails have appeared, safety skills and gear are

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vastly improved, many more women are commanding boats, and catamarans and trimarans are common where only monohulls used to sail. But for all these modern developments, the

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basic skills and spirit of sailing have not changed at all. Sail trimming, keeping up steerageway, maintaining the dead reckoning plot, heaving-to -- these fundamentals are

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as important now as ever
and receive much attention
here. Among the
innovations in this
edition are: * Basic
skills in early chapters:
Fundamental sailing and

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boat-handling skills and gear, which are introduced in chapters 1, 2, and 3. *

"Hands On" segments: Three dozen special sections, each devoted to a particular seamanship

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problem and an expert solution. * More how-to tips: Additional rules of thumb that guide a crew quickly and successfully through seamanship problems. * New coverage

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of multihulls: Advice on
evaluating, anchoring, and
handling catamarans and
trimarans under sail
(including in storms). *

More on emergencies: New
material on emergencies,

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safety, and heavy-weather sailing, including a section on preparing a docked boat for a hurricane. * Equipment updates: Expanded coverage of the use and care of

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modern gear and hardware,
including radar, GPS,
rescue devices, and
asymmetrical spinnakers. *

Terminology: Full
definition and
illustration of major

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terms when they're first introduced, with alternative language provided in parentheses. *

Gender: The use of feminine personal pronouns, which reflect

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the fact that more women are captaining and sailing boats than ever before. From navigation and seamanship to boat and gear maintenance, from pleasure cruising to heavy-

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weather sailing, here is the definitive, state-of-the-art guide that provides systematic step-by-step techniques to see you through every situation on deck and in

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the cockpit.

The Technical Brief

Collection Volume 2

Stock Scenery Construction

Handbook

Principles and Practices

The Sound Reinforcement

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Handbook

Rigging Math Made Simple
4th Edition

An Essential Introduction
to Maya Character Rigging

The RIGGING HANDBOOK is a
clear, illustrated reference source

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for rigging professionals, crane operators, and others that perform rigging and hoisting operations. This handbook essentially represents the working notebook of the author. It is based on material used by him in the construction and repairs of turbine generators and

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other power plant components over the past 28 years. This handbook provides concise, simple answers to rigging situations that may otherwise appear complex in nature. The notes explain and illustrate some of the basic and complex problems associated with

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a wide variety of rigging situations. Get an inside look at the creation of production-ready creature rigs for film, TV and video games. Garner strategies and techniques for creating creatures of all types, and make them ready for easy automatic use in many different

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types of media (transmedia): film, TV, games - one rig for all. You will move step by step from idea, to concept, and finally to completion through a proven production-pipeline. "Digital Creature Rigging" gives you the practical, hands-on approaches to rigging you need,

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with a theoretical look at 12 rigging principles, and plenty of tips, tricks and techniques to get you up and running quickly. This is the definitive guide to creating believable production-ready creature rigs with 3ds Max. The companion web site has all scene files, scripts, tutorials

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from the book.

While the technology of filmmaking has changed dramatically over the last 20 years, the basics of effective studio gripping are the same—a thorough knowledge of equipment, safety, and tools remains the foundation for success. A heavily

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illustrated reference and learning tool, Uva's Basic Grip Book provides grounding in basic grip equipment, techniques, and safety issues. It distills the most beginner-friendly information offered in Uva's original Grip Book into a handy reference and guide prepared

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especially for the beginning professional. Updated with the latest studio grip equipment, the book also offers a complete list of personal grip tools that every grip should have, more than 100 tricks of the trade, and a review test designed to affirm new knowledge.

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Uva's Basic Grip Book also offers safety tips for gripping, detailed descriptions of positions within the grip department, and advice designed to help land that first job and get established in this very competitive industry. A fully updated and expanded glossary

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completes the book. Uva's Basic Grip Book covers beginners' most frequently asked questions and helps them to acquire basic skills. It also looks at the different positions within the grip department and offers helpful advice in getting that first job. Like its predecessor, Uva's

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Basic Grip Book is filled throughout with Tricks of the Trade, as well as tips on common practice and safety. An improved and expanded glossary completes the book.

Advanced Rigger Trainee Guide

Stop Staring

Facial Modeling and Animation

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Done Right

Entertainment Rigging

Handbook of Rigging ... Third
edition. [With illustrations].

Entertainment Rigging for the 21st
Century

This book is a comprehensive
manual to help you become a

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knowledgeable and in demand
Stagehand for Live Concerts and
Event Production.

Whether you are a student
technician or a union rigger, The
Arena Riggers' Handbook is a
"must have" book for your library.
Written by experienced and

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certified riggers, this book clearly describes all aspects of arena rigging, including: hardware, rigging techniques, electricity, rigging math, safety and more. It even includes an arena rigging quiz to help you assess your preparedness for taking an arena

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rigging certification exam.
The definitive guide to
distribution and transmission line
technology--fully updated
Completely revised to reflect the
2012 National Electrical Safety
Code (NEESC), The Lineman's and
Cableman's Handbook, 12th

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Edition, provides in-depth information on overhead and underground distribution and transmission lines. The latest OSHA, ANSI, and ASTM standards are emphasized throughout. This authoritative resource presents basic principles, equipment,

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standards, and safety regulations, allowing electrical workers to avoid costly errors, diagnose and repair power failures, and ensure optimum safety. A wealth of illustrations and photographs make it easy to understand the material, and self-test questions

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and exercises help reinforce key concepts. Comprehensive coverage includes: Electrical principles and systems * Substations * Circuits * Construction * Wood-pole, aluminum, concrete, fiberglass, and steel structures * Distribution

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automation * Emergency system restoration * Unloading, hauling, erecting, setting, and guying poles * Insulators, crossarms, and conductor supports * Line conductors * Distribution transformers * Lightning and surge protection * Fuses *

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Switches, sectionalizers, and
reclosers * Voltage regulators *
Transmission tower erection *
Stringing, sagging, and joining
line conductors * Live-line
maintenance * Grounding * Street
lighting * Underground
distribution * Vegetation

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management * Distribution
transformer installation *
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Single-line and schematic
diagrams * Voltage regulation *
Units of measurement, electrical
definitions, electrical formulas,
and calculations * Maintenance of

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transmission and distribution
lines * Rope, knots, splices, and
gear * Climbing and wood poles *
Protective equipment * OSHA
1910.269 * Resuscitation * Pole-
top and bucket rescue
Rigging for Entertainment
Wings, Tails & Tentacles for

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Animation & VFX

Stage Rigging Handbook, Third
Edition

The Art and Business of
Entertainment Lighting

Aluminium Structures in the
Entertainment Industry

The Arena Riggers' Handbook

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Since 1957 successive editions of the Handbook of Rigging for Construction and Industrial Operations have delivered proven solutions for erecting reliable rigs and scaffolds for plants and

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factories, loading docks, mines and ports, and construction and demolition sites. Complete with extensive coverage of relevant OSHA regulations plus the author's own expert advice on safe

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practices, this definitive guide shows you how to select and use: rigging tools--fiber and wire-strand rope, slings and hitches, end attachments and fittings, and blocks, sheaves, reeving, and drums-

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scaffolding and ladders--both manual and powered swinging and suspended scaffolds, wood and metal stationary scaffolds, specialized scaffolds, and portable ladders, rigging

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machinery--derricks and cranes, overhead hoists, personnel/material hoists, and helicopters, rigging accessories--jacks, rollers, and skids plus safety belts, lifelines, and nets.

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This definitive handbook explains how a script is transformed into a motion picture or television program. Readers will learn the methodology and craft of the script supervisor, who

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ensures that the continuity of a film, its logical progression, is coherent. The book teaches all vital script supervising functions, including how to:
.prepare, or "break down" a script for shooting

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.maintaining screen direction
and progression .matching
scenes and shots for editing
.cuing actors .recording good
takes and prints preparing
time and log sheets for editing
This revision of an industry

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classic has been updated to reflect changes in the film industry in recent years, including the use of electronic media in the script supervisor's tasks. While it is written for the novice script

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writer, it can serve as a valuable resource for directors, film editors, scriptwriters and cinematographers.

"No other book to date presents facial animation

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concepts, theory, and practical application with the authority that Stop Staring does." —TIEM Design Crafting believable facial animation is one of the most challenging, yet rewarding aspects of 3D

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graphics. Done right, this art breathes life into otherwise deadpan faces. In this extraordinary book, professional animator Jason Osipa teaches you how to achieve realistic facial

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modeling and animation. Using detailed practical examples complemented with high-quality images and a touch of humor, Osipa leads you from design and modeling to rigging and animation. The

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CD and full-color insert demonstrate techniques you can use to fine-tune your facial animations. Reviewed and approved by Alias|Wavefront, *Stop Staring: Facial Modeling and Animation Done Right*,

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uses the Academy Award(r)
winning Maya(r) 3D animation
and effects software as the
focus for its examples, yet the
principles and techniques are
described in ways that will be
helpful to anyone working on

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facial modeling and animation. Mastering the Face Start out by getting familiar with the range of possible facial expressions, then focus on animating and modeling the mouth, eyes and brows. When

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you're ready to bring it all together, you can generate a scene from concept to completion. Topics covered include: Understanding how the whole face affects expression Learning visimes

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and lip sync techniques
Constructing a mouth and
mouth keys Building emotion
through the eyes and brows
Building interfaces to easily
connect and control your
models Skeletal setup,

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weighting, and rigging Note:
CD-ROM/DVD and other
supplementary materials are
not included as part of eBook
file.

Stagecraft Fundamentals
Structural Design for the Stage

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The Art and Science of CG
Creature Setup in 3ds Max
Concert Sound and Lighting
Systems

A Guide to Health, Safety and
Welfare at Live Entertainment
Events in the United States

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Safety Engineering

***The Technical Brief is a
collection of single-focus
articles on technical
production solutions,
published three times a year
by the prestigious Yale School***

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of Drama. The primary objective of the publication is to share creative solutions to technical problems so that fellow theatre technicians can avoid having to reinvent the wheel with each new

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challenge. The range of topics includes scenery, props, painting, electrics, sound and costumes. The articles each describe an approach, device, or technique that has been tested on stage or in a shop by

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***students and professionals.
Some articles included are:
Building Authentic Elizabethan
Ruffs; Simple and Inexpensive
Stained Glass; A Quick-Load
Floor Pulley Design; A Simple
Approach to Stretching Drops;***

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Flexi-Pitch Escape Stairs; Spot-Welding Scrim with Sobo; Handrail Armatures for a Grand Staircase; The Triscuit-Studwall Deck System; A Frameless Turntable; Stand on Stage: Minimum Weight,

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***Maximum Effect; A Self-Paging
Cable Tray; Roller Chain
Turntable Drives; A Bench-
Built XLR Cable Tester
While some rigging books
focus too much on the theory
of rigging and provide little***

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instruction, others do the exact opposite and offer no reasoning behind the button-pushing. An Essential Introduction to Maya Character Rigging, 2nd Edition, however, offers a perfect balance.

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Cheryl Briggs' text is built for the classroom, with step-by-step tutorials that guide the reader through the rigging process. With vibrant screenshots and a plethora of helpful tips, this book

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***provides a strong foundation
in character rigging for anyone
who wants to pursue 3D
animation or more advanced
rigging topics. Features
Provides readers with
fundamental techniques to***

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give them a firm grasp on Maya character rigging. Thorough step-by-step tutorials, which provides instruction on how to create biped, quadruped, and prop rigs. Continuous updates and

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***further support can be located
at www.cherylcreates.com
Cheryl Briggs (formerly
Cabrera) is an award-winning
animated short film director.
She has advised and guided
aspiring animators, game***

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***artists, and visual effects
artists for 20 years. Since
2009, Cheryl has taught all
aspects of production in the
Character Animation
specialization in the School of
Visual Arts and Design at the***

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***University of Central Florida.
She also taught as Professor
of Animation at the Savannah
College of Art and Design from
2001 to 2009. Cheryl is
currently on the Board of
Directors for the Animation***

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Hall of Fame. She also is a member of the Special Interest Group on Computer Graphics and Interactive Techniques (SIGGRAPH), the International Animated Film Society (ASIFA-Hollywood), Women in

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Animation, Women in Film and Television, and the Society for Animation Studies. Cheryl is also an Autodesk Certified Professional and an Autodesk Certified Instructor in Maya. She is the author of An

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***Essential Introduction to Maya
Character Rigging (Focal
Press, 2008), Reel Success:
Creating Demo Reels and
Animation Portfolios (Focal
Press, 2013), and Animating
Short Stories: Narrative***

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***Techniques and Visual Design
(Bloomsbury Academic, 2019).
Cheryl holds a B.A. and M.Ed.
in Education and an M.F.A. in
Computer Art with a
specialization in 3D Animation.
She is a digital artist and***

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animator that blends the lines between digital imagery and the traditional painting medium. She has participated is numerous group and solo exhibitions in the United States and her work is

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featured in several private collections. Her award-winning students have been featured in animation festivals worldwide, and many have gone on to work within the entertainment industry.

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***Stage Rigging Handbook,
Third Edition SIU Press
Script Supervising and Film
Continuity
Lineman's and Cableman's
Handbook 12th Edition
Digital Creature Rigging***

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Field Guide

The art of rigging

***From the basics of
physical forces and
mathematical formulas to
performer flying and stage***

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*automation, Entertainment
Rigging for the 21st
Century provides you with
insider information into
rigging systems and the
skills you need to safely
operate them. Over the*

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past decade, the entertainment industry has witnessed major changes in rigging technology, as manually operated rigging has given way to motorized systems in both permanent

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*and touring productions,
and greater attention has
been paid to standardizing
safety practices. This
book leads you through
what is currently
happening in the industry,*

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why it's happening, and how. Accessible for riggers and non-riggers alike, it contains details on the technology and methodology used to achieve the startling

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***effects found in concerts
and stage shows. With a
foreword written by Monona
Rossol, this text contains
contributions from
industry leaders
including: Rocky Paulson***

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***Bill Gorlin Tray Allen Roy
Bickel Keith Bohn Karen
Butler Stuart Cox Bill
Sapsis Dan Culhane Eddie
Raymond Chris Higgs Carla
Richters Joe McGeough
Scott Fisher***

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Concert Sound and Lighting Systems provides comprehensive coverage of equipment and setup procedures for touring concert systems. The new edition will cover the new

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***equipment now available
and discuss other venues
where the skills and
technology are being used.
This new edition
incorporates the
continuing developments in***

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concert sound and lighting systems maintaining the premise that the reader has had no previous experience. The practical how-to illustrations teach the reader about the

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equipment, and this thoroughly updated edition will include new equipment such as radio microphones, in-ear monitoring, digital audio products and digital lighting products. The

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author also discusses new venues outside the traditional concert touring environment and applies the skills and technology to such diverse events as product

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***launches, theatrical arena
spectaculars and outdoor
stadium productions. In
addition to an
introductory section on
touring concerts, there
are sections on sound***

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*systems and lighting
systems and an explanation
of how all the parts fit
together to create a
professional, safe,
efficient show.*

Stagecraft Fundamentals

Online Library Rigging Handbook 3rd Edition

Second Edition tackles every aspect of theatre production with Emmy Award-winning author Rita Kogler Carver's signature witty and engaging voice. The history of stagecraft,

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***safety precautions,
lighting, costumes,
scenery, career planning
tips, and more are
discussed, illustrated by
beautiful color examples
that display step-by-step***

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procedures and the finished product. This second edition offers even more in-demand information on stage management, drawing and drafting (both by hand and CAD), lighting

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fixtures, and special effects. Also new to this edition are current articles from Lighting and Sound America, brand new diagrams that illustrate hard-to-grasp concepts,

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***and a plethora of
information on European
conversions, standards,
and practices, making the
skills you learn
applicable to stage jobs
on either side of the***

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ocean! The accompanying website, www.stagecraftfundamentals.com is bursting with additional material such as an instructor's manual, exercises and study questions that

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***coincide with chapters
from the book, CAD
drawings, color theory,
manufacturing information,
and so much more to help
you along the way as you
learn all about the world***

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***of theatre production!
Praise for the Book:
Beautifully written! The
author has succeeded in
relaying technical theatre
information without being
too technical and putting***

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***the reader to sleep. I
read three sentences and
instantly knew this book
was for me and the way I
teach. When I think back
on the insufferable intro
to tech theatre books I***

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***had to read, I feel
cheated I didn't have this
one as a student. I will
be using this text in my
class! -- Rob Napoli,
Designer and Technical
Director at Penn State***

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***University, Berks Campus
This text has tempted me to
return to teaching with a
textbook for the first
time in seven years. The
language is both
accessible and informal***

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yet the text goes a long way in debunking some of the typical jargon that may alienate students just getting into the field, or trying it out for the first time. The

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illustrations (the text is full of them) coupled with the stories reinforce the fundamental information being conveyed. -- John Paul Devlin, Associate Professor of Theatre at

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***Saint Michael's College
What a great idea! Thank
heavens someone is doing
this for students at that
impressionable age. That
has been one of my mantras
- education of teachers***

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and students on the use of scenic materials. The teachers don't have enough time in college to learn and do everything they have to teach. Most get thrown into the theatre

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***area by default and
struggle with designing/bu
ilding/painting the
scenery. -- Jenny Knott,
Rosco Stagecraft
Fundamentals is
beautifully illustrated***

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***throughout, and the
pofusion of color on every
page gives this textbook
the appearance of a coffee
table book. The writing is
clear and personal, which
should be very appealing***

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to students. Rita Carver covers all aspects of theatre production from scenery, to lighting, to an actor's makeup. Her close ties to the New York theatre scene gives this

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***book a special insight
into the professional
world, one that goes well
beyond what is found in
most college textbooks. --
John Holloway, Professor
in the Theatre Department***

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*at the University of
Kentucky and President of
the International
Association of Theatrical
stage Employees (IATSE)
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you enough for Stagecraft*

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Fundamentals. I have been teaching stagecraft since 1976 and you have saved me from the nightmare of writing a text to suit my class needs...After two semesters with your text,

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***read on. That alone makes
this text invaluable.***

***--Meta Lasch, Assistant
Professor, West Liberty
University Written by an
Emmy Award-winning
designer Beautifully***

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Riggers, Designers, and
Managers***

***A Guide and Reference for
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***The Complete Illustrated
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Practices has been thoroughly revised, updated, and expanded. It provides practical information for students and professionals who want an overview of the fundamentals and insight into the subtleties of this

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In a follow-up book, which re-iterates the principles of “Digital Creature Rigging: The Art & Science of CG Creature Setup in 3ds Max”, and enhances their relativity with advanced

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wing, tail and tentacle setups. This book will discuss advanced rigging techniques in 3ds Max, while readers create a fish, octopus and a Game of Thrones style dragon! Key Features This is the next

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step in CG creature setups in 3ds Max. Although 3ds Max specific, the techniques and foundations will work for any 3D application. By following the step-by-step guides in this book, you can finish and complete a

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portfolioready. Each chapter will include an introduction and a summary, giving significance to the start and end of each chapter where our readers can rest! This book includes a companion website where

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chapter supplements and core files and documents could be easily accessed.

This fully indexed third edition remains the only book in any language that covers the design, operation, and maintenance

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of stage-rigging equipment.
Industry Standard VFX
Practices and Procedures
Occupational Outlook
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