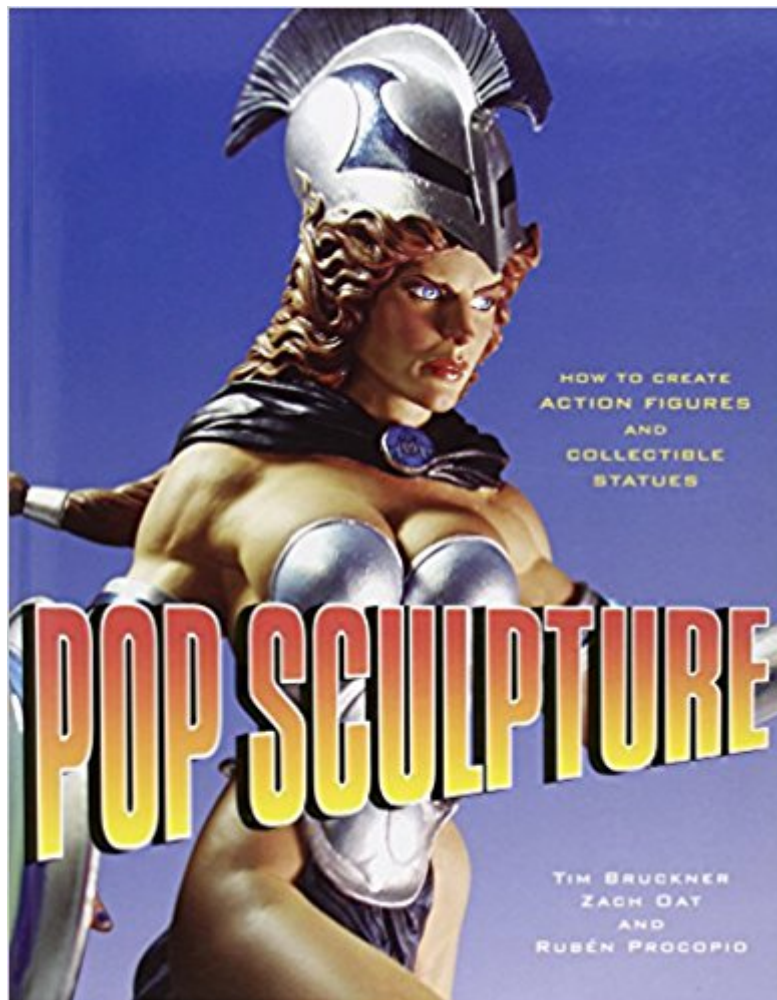




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# Pop Sculpture: How To Create Action Figures And Collectible Statues



## Synopsis

Sculpt toys and collectibles with modern-day tools, techniques and applications used by today's top industry professionals. Ever since a 12-inch G.I. Joe took toy soldiers to a whole new level by giving them the ability to pose via moveable parts, as well as interchangeable clothing and accessories, the business of creating pop sculpture icons for the mass market was off and running. Superheroes came next, followed by TV show and movie characters, most notably those from Star Wars. Today, action figures exist for sports stars, rock stars, even presidents. With today's blockbuster success of animated films, action figures and collectibles have become a behemoth industry with a growing need for skilled artists who can bring these characters to life. So how do you get started? The trio of veteran industry insiders who authored this book take you on an incredibly thorough journey that begins with drawing conceptual drafts and continues through rough sculpting and honing the final product. Along the way, you'll learn how to research your character, shape casts from a variety of materials including wax and resin, make accessories, articulate characters so that they are poseable, paint them, and ultimately convince an art director to buy and manufacture them. Whether you want to make small PVC toys, collectible statues, or larger high-end collectibles, Pop Sculpture offers step-by-step demos and words of wisdom from the pros.

## Book Information

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## Customer Reviews

RUBÉN PROCOPIO has contributed to more than 25 Disney animated features, including The

Little Mermaid and The Lion King. He founded Masked Avenger Studios in 2003 to expand his sculpting, design, and comic book illustration services. ZACH OAT is the editor of TelevisionwithoutPity.com, a popular TV and movie criticism website. He is former editor of ToyFare magazine and was the original "toy wrangler" for Robot Chicken on Cartoon Network's Adult Swim. TIM BRUCKNER, one of the pioneers of the comics/fantasy toy field has worked for companies such as Kenner, Gentle Giant and DC Direct, where he designed and sculpted the DC Dynamics statues.

If you can get past the cheesy tag lines there are some really interesting things. This book has some really good tips and techniques with various materials for the hands on sculptor. The main sculpting author is an extremely talented sculptor who works well in wax and the book reflects this method. He describes some of the materials that you may wish to use in your wax and then gives a couple very disappointing generic wax recipes. As a wax sculptor the author could have certainly given more recipes and it would still take the average person quite awhile to sort out what suits their sculpting style. For example I add talc as a filler to my sculpting wax for sculpting dolls. In the past I cut my teeth sculpting in wood and prefer to use some wood sculpting tools. Talc is mentioned as a possible ingredient, but after reading this book you may never really give it a second look when mixing up a batch of wax. I wish the book had more information for the reader on joints of action figures and dolls. The actual how to sculpt section is weak, but in the authors defense for most people it is hard to describe to someone the finer points of sculpting. I would recommend Philippe Faraut, his books and videos describe how to sculpt extremely well. Overall it seems more geared towards garage kits than action figures, if that's your bag you'll absolutely love this book. If you are an action figure or doll sculptor it's a book to own, but far from your only book. As far as picking this book up to start a career in sculpting. There will always be a place for hand sculpted art, however the commercial sculptural art field is getting smaller and smaller each year. For commercial use laser scanners and 3-d printers are at the very beginning of the future. In ten years they will be the death of this field in all but a few old school mom and pop operations. Even then the mom and pop operations will probably use some of the newer technology. If I were a young sculptor just starting out, I would want to understand how things were done in the past, but lean more towards the newer technology.

Wow, I have spent countless hours trying to learn as much as possible about this industry and trying to complete some good works. This book blows all of my knowledge out of the water. It should be

noted that in order to really "follow along" with the project presented in the book you will need A LOT of supplies. pressure pot, compressor, wax pen, camping stove, rubber mold materials, resins, the list goes on but all of it is required to get the job done. A very daunting task indeed. The book is very well written with lots of witty comments and animations. I have only had it for 2 days and am nearly done with it because I love to read it so much. It makes the process seem much easier than it is and encourages me to spend more time in the studio. My only gripe would be that there is a lot of editing issues, missing words, odd image references etc but it's no biggy. The pictures are as a whole very good with only a few blurry spots here and there. It is certainly a must buy for anyone interested in the industry of Toys.

Very good book that introduces you to making your own figures. Very good details. I know there are some questions that others feel that it did not answer, but one question I can answer is about the joints. It tells you to make the holes you drill the same size as the rods you insert into them. This will give enough friction to make the joint tight enough to stay put, but enough room to allow movement. I am a mechanical engineer major and a lot of this stuff made sense to me mechanically. Also, I love the small details they give such as putting pieces in the mold to help with precision pieces and the type of paint to use (never heard of cel-vinyl paint). Definitely a must-buy book.

I love this book. It paid for itself ten times over by the second chapter and goes onward and upward from there. Written by absolute experts in this field, these gentlemen are truly modern masters. I am so grateful to have the opportunity to not only "look over their shoulders" as they create, but to be lead by the hand, patiently and humorously, to create my own masterpieces. They, through this book, have persuaded me to attempt to mix my own custom sculpting wax formula. If it satisfies my sculpting needs, I will have saved thousands of dollars in materials alone, considering today's retail prices of premixed clay and wax products. They also don't try to cram branded products down your throat, but let you in on the money-saving secrets, economical techniques and handy work-arounds that have served them well. This book is a real treasure I will be referring to for years. Thank you Tim, Zach and Ruben.

I love this book. It shows you how to make articulated action figures the traditional way without the aid of 3D modeling software. It does look like a lot of work though and 3D modeling has always been my go to since a few years ago when I first got into this hobby. But it has good instructions on how to mold and cast action figure parts properly which I like because some of that stuff can be

tricky. All around I love the book & am glad I made the purchase!

This book is stuffed with excellent information. Whether you think you'd like to try your hand at sculpting and producing action figures and small scale figure sculptures, or you are just curious about how it is done, you'll find this book a fascinating read. It follows the processes in great detail, from conception to sculpting, molding, casting and painting. It even has a chapter about how to become a professional in this art form. The information that interested me the most was about many of the different materials that the pros use to sculpt and cast their sculptures. There's input from a number of professional action figure sculptors about the pros and cons of a wide range of materials and a lot of information about how to use them. **HIGHLY RECOMMENDED!**

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