An Introduction To Rigging In The Entertainment Industry Applications Techniques

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Experiencing Stanislavsky Today - Stephanie Daventry French 2016-02-11
This pioneering introduction to Stanislavsky's methods and modes of actor training covers all of the essential elements of his System. Recreating 'truthful' behaviour in the artificial environment, awareness and observation, psychophysical work, given circumstances, visualization and imagination, and active analysis are all introduced and explored. Each section of the book is accompanied by individual and group exercises, forming a full course of study in the foundations of modern acting. A glossary explains the key terms and concepts that are central to Stanislavsky's thinking at a glance. The book's companion website is full of downloadable worksheets and resources for teachers and students. Experiencing Stanislavsky Today is enhanced by contemporary findings in psychology, neuroscience, anatomy and physiology that illuminate the human processes important to actors, such as voice and speech, creativity, mind-body connection, the process and the production of emotions on cue. It is the definitive first step for anyone encountering Stanislavsky's work, from acting students exploring his methods for the first time, to directors looking for effective rehearsal tools and teachers mapping out degree classes.

Digital Character Development - Rob O'Neill 2015-10-07
Digital characters are a driving force in the entertainment industry today. Every animated film and video game production spends a large percentage of its resources and time on advancing the quality of the digital characters inhabiting the world being created. This book presents the theory and practice behind the creation of digital characters for

An Introduction to the Entertainment Industry - Andi Stein 2009
Whether it's a favorite television show, an artist at the top of the music charts, a best-selling book, or a hometown sports team, we love entertainment. It's big business and in this accessible introduction, Andi Stein and Beth Bingham Evans give readers a glimpse inside the industry, to better understand how each segment operates and the challenges and trends it faces. Each chapter addresses a different segment of the entertainment industry including: - Film - Television - Radio - Theatre - Music -

Travel/Tourism - Sports The book is designed as an introductory text for entertainment courses and as an overview of the industry for those looking to pursue careers in the field of entertainment. A list of resources is provided at the end of each chapter.

Safety and Health for the Stage - William J. Reynolds 2020
"Safety and Health for the Stage: Collaboration with the Production Process is a practical guide to integrating safety and health into the production process for live entertainment in the context of compliance with applicable codes, standards, and recommended practices. This book explores the need for safety and health to become an integral aspect of theatre production and live entertainment, focusing on specific steps to take and policies to employ to bring a safety and health program into full collaboration in the production process. Readers will learn how to comply with legal codes and standards as they initiate and implement an effective safety and health program in their theatre production organization or academic theatre department. The book includes references and links to other industry-specific safety and health resources, as well as a Glossary of Safety and Health Terms to navigate the safe and health jargon in the context of theatre and live entertainment. Written for practitioners who are engaged in all aspects of theatre production and live entertainment, as well as educators who train and influence the next generations of these practitioners, this book is an essential resource for creating a positive culture of safety in live entertainment. Safety and Health for the Stage: Collaboration with the Production Process includes links to electronic versions of sample safety and health programs, industry-specific policies and recommended practices, and forms and templates related to many of the topics covered in the book"--

Rigging for Entertainment - Chris Higgs 2003

Stage Rigging Handbook, Third Edition - Jay O. Glerum 2007-04-18
This fully indexed third edition remains the only book in any language that covers the design, operation, and maintenance of stage-rigging equipment.

Aluminium Structures in the Entertainment Industry - Peter Hind 2001

Uva's Rigging Guide for Studio and Location - Michael Uva 2013-08-29
Readers of Mike Uva's GRIP BOOK who are interested in more detailed information on the work of the grip department will welcome his new rigging manual, clearly detailing all the ways to mount cameras and lights both on a set as well as on location. The book covers the latest truss systems, rigging equipment and portable stages, as well as lifts, boom arms and camera mounts for every type of moving vehicle. The book is not limited to equipment specifications, however; Uva offers tips and tricks throughout in order to make the process of setting up and shooting safer and more efficient. Grips often need to invent makeshift solutions in a short time, and Uva shares many such devices developed over his years in the film and TV industry. This book will help grips and key grips move on to the bigger feature projects and commercials that require this equipment. It will also be useful for directors of photography and producers in pre-planning the required equipment for specific shots.

Hollywood Drive - Eve Light Honthaner 2013-07-18
"Hollywood Drive: What is Takes to Break in, Hang in & Make it in the Entertainment Industry is the essential guide to starting and succeeding at a career in film and TV. Written by a Hollywood insider, Eve Honthaner's invaluable advice will give those attempting to enter and become successful in the entertainment industry the edge they need to stand out among the intense competition." "Hollywood Drive goes beyond what it takes to get you foot in the door by offering you the tools, attitude, philosophy and road map you'll need to give yourself a good fighting chance at success - whether you're looking for you very first job or for a strategy to move your career to the next level. This book will allow you to proceed with your eyes wide open, knowing exactly what to expect."

Stop Staring - Jason Osipa 2010-10-25
The de facto official source on facial animation—now updated! If you want to do character facial modeling and animation at the high levels achieved in today's films and games, Stop Staring: Facial Modeling and Animation

Done Right, Third Edition, is for you. While thoroughly covering the basics such as squash and stretch, lip syncs, and much more, this new edition has been thoroughly updated to capture the very newest professional design techniques, as well as changes in software, including using Python to automate tasks. Shows you how to create facial animation for movies, games, and more Provides in-depth techniques and tips for everyone from students and beginners to high-level professional animators and directors currently in the field Features the author's valuable insights from his own extensive experience in the field Covers the basics such as squash and stretch, color and shading, and lip syncs, as well as how to automate processes using Python Includes a CD with sample projects from the book, models, and textures Breathe life into your creations with this important book, considered by many studio 3D artists to be the quintessential reference on facial animation.

Oil and Gas Production Handbook: An Introduction to Oil and Gas Production - Havard Devold 2013

On the Basis of Morality - Arthur Schopenhauer 1998-01-01
This edition originally published by Berghahn Books. Schopenhauer's treatise on ethics is presented here in E. F. J. Payne's definitive translation, based on the Hubscher edition (Wiesbaden, 1946-1950). This edition includes an Introduction by David Cartwright, a translator's preface, biographical note, selected bibliography, and an index. For convenient reference to passages in Kant's work discussed by Schopenhauer, Academy edition numbers have been added.

Electricity for the Entertainment Electrician & Technician - Richard Cadena 2014-02-03
The application of electricity for the theatre or a concert stage is not the same as for a residence or commercial building. Electricity for the Entertainment Electrician & Technician provides you with the fundamentals of theory of electricity as well as the latest guidelines and tips for how to stay safe, current and meet the needs of the entertainment industry. Written by an ETCP (Entertainment Technician Certification Program) trainer this reference supports practicing technicians and provides new technicians the assistance needed for a successful career in the entertainment industry. * The only reference on electricity for the entertainment industry professional! * Written by an ETCP (Entertainment Technician Certification Program) trainer and seasoned professional * Free additional practice problems and animations at www.electricityentertainmenttech.com

Digital Creature Rigging - Stewart Jones 2012-11-07
A rig can be the single thing that makes or breaks a sci fi film! Learn how to rig and animate believable creatures with Digital Creature Rigging: The Art & Science of CG Creature Setup in 3ds Max.

Aerial Dance - Jayne C. Bernasconi 2008
This aerial dance book covers its historical roots and place in the lineage of modern dance with writings from the movers and shakers that helped mould this art form.

Vectorworks for Entertainment Design - Kevin Lee Allen 2014-09-15
The first book in the industry tailored specifically for the entertainment professional, Vectorworks for Entertainment Design covers the ins and outs of Vectorworks software for lighting, scenic, and sound design. With a detailed look at the design process, from idea to development, to the documentation necessary for execution, Vectorworks for Entertainment Design will encourage you to create your own process and workflow through exercises that build on one another. The text stresses the process of developing an idea, visualizing it, and evolving it for presentation, documentation, or drafting. The author focuses on both the technical how-to and the art of design, giving you the tools you need to learn and then use the application professionally. Fully illustrated with step-by-step instructions, it contains inspirational work from Broadway, major regional companies, and non-theatrical, entertainment design.

Sociology for Music Teachers - Hildegard Froehlich 2017-04-21
Sociology for Music Teachers: Practical Applications, Second Edition, outlines the basic concepts relevant to understanding music teaching and learning from a sociological perspective. It demonstrates the relationship of

music to education, schooling and society, and examines the consequences for making instructional choices in teaching methods and repertoire selection. The authors look at major theories, and concepts relevant to music education, texts in the sociology of music, and thoughts of selected ethnomusicologists and sociologists. The new edition takes a more global approach than was the case in the first edition and includes the application of sociological theory to contexts beyond the classroom. The Second Edition: Presents major theories in ethnomusicology, both traditional and contemporary. Takes a global approach by presenting a variety of teaching practices beyond those found in the United States. Emphasizes music education in a traditional classroom setting, but also applies specific constructs to studio teaching situations in conservatories (with private lessons) and community music. Provides recommendations for teaching practices by addressing popular music in school music curricula, suggests inclusionary projects that explore musical styles and repertoire of the past and present, and connects school to community music practices of varying kinds. Contains an increased number of suggestions for projects and discussions among the students using the book.

Control Systems for Live Entertainment - John Huntington 2007
If you are interested in how control systems and computer networks are used in all areas of live entertainment, Control Systems for Live Entertainment is the industry standard reference. With a unique combined focus on computers, networking, art, and practice, this book offers an in-depth examination of control for lighting, lasers, sound, , stage machinery, animatronics, special effects, and pyrotechnics for concerts, theme parks, theatre, themed-retail, cruise ships, museums, special and other events. This new edition also includes: •expanded emphasis on networking technology and practice •complete coverage of important new protocols such as ACN and RDM •completely revised and updated case studies •a completely reorganized and revised structure Drawing on his extensive experience in the field and classroom, author John Huntington clearly explains everything that goes on behind the

scenes and inside the machines to bring bold visions to life in real-world settings. * Author's website is a live, updated resource for this audience - visited from control systems technicians in countries around the globe! * Systems formerly solo are now being networked together and audio and lighting techs need this knowledge * Loaded with realistic examples that readers love
The Art of Knotting and Splicing - Cyrus Lawrence Day 1955

Game Art Complete - Andrew Gahan 2008-10-30
A compilation of key chapters from the top Focal game art books available today - in the areas of Max, Maya, Photoshop, and ZBrush. The chapters provide the CG Artist with an excellent sampling of essential techniques that every 3D artist needs to create stunning game art. Game artists will be able to master the modeling, rendering, rigging, and texturing techniques they need - with advice from Focal's best and brightest authors. Artists can learn hundreds of tips, tricks and shortcuts in Max, Maya, Photoshop, ZBrush - all within the covers of one complete, inspiring reference.
Character Rigging and Advanced Animation - Purushothaman Raju 2019-09-24
Gain a thorough understanding of animation and character rigging using Autodesk 3ds Max to create realistic character animations. This book is split into three modules that are subsequently divided into chapters. The first module is the foundation module: in this module you'll cover, among other topics, the 12 cardinal principles of animation with reference to classic real-world examples and famous movies/animation shots. Using these, the further chapters explore using key frames and graph editors to obtain fluid motion in your animations. Practical examples are used to better explain which feature suits a particular scenario. The second module, called the backbone module, introduces you to deformation tools and their use for character animation. Further chapters cover driven animations, constraints posed by bones, bipeds, and the CAT tools available in 3ds Max 2019. The final module, the lifeline module, encourages you to bring your character to life by applying principles learnt in the previous modules. Here you will be guided on how to

retarget animations from one character to other characters or rigs. On completing Character Rigging and Advance Animation, you will be able to create character rigs for bipeds and quadrupeds with ease, animating them with life-like motion. What You Will Learn Understand the 12 principles of animationSet up an animation-ready character rig from scratchMaster the deformation tools available for animation Who This Book Is For Readers who are familiar with 3ds Max at a basic level and are looking at getting into character rigging and animation.

Essential Skills in Character Rigging - Nicholas B. Zeman 2015-10-28
Character rigging is the method with which you create a system for animating a character. A rig is represented by two primary mechanics: the skeleton, consisting of hierarchical rotations to drive the motions, and a skin, or method of deforming the geometry that makes up the character model. Essential Skills in Character Rigging is a beginner's guide to learning and understanding the essential aspects of character setup, evaluation, skeletal construction, and deformation. Borrowing from the author's extensive experience in the field, it presents the primary theories, constructs, and objectives for constructing a basic rig from the ground up, just as it would be done in a professional studio. The book explains the basic elements of hierarchies, skeletons, kinematics, deformation, skinning, and creating relationships between nodes. It gives hands-on experience with taking a completed character model and setting it up with a skeleton with kinematics and soft-skin deformation. It also gives specific instructions on using inverse kinematics systems, and how to set up the essential mechanics of a human rig with these systems. All of these lessons are conducted using a simplistic, conversational style that keeps technical and mathematical jargon to a minimum. The book also includes video tutorials corresponding to specific modules. Essential Skills in Character Rigging takes aspiring character artists through the vital components in the process of taking a 3D character model and turning it into an animatable rig that is ready for production in film or games. It identifies the universal fundamentals at work behind character rigging, and the practical complexities of the process are broken down into simple steps that are easy to comprehend and execute.

Safety and Health for the Stage - William J. Reynolds 2020-01-21
Safety and Health for the Stage: Collaboration with the Production Process is a practical guide to integrating safety and health into the production process for live entertainment in the context of compliance with applicable codes, standards, and recommended practices. This book explores the need for safety and health to become an integral aspect of theatre production and live entertainment, focusing on specific steps to take and policies to employ to bring a safety and health program into full collaboration in the production process. Readers will learn how to comply with legal codes and standards as they initiate and implement an effective safety and health program in their theatre production organization or academic theatre department. The book includes references and links to other industry-specific safety and health resources, as well as a Glossary of Safety and Health Terms to navigate the safety and health jargon in the context of theatre and live entertainment. Safety and Health for the Stage: Collaboration with the Production Process provides links to electronic versions of sample safety and health programs, industry-specific policies and recommended practices, and forms and templates related to many of the topics covered in the book. Written for practitioners who are engaged in all aspects of theatre production and live entertainment, as well as educators who train and influence the next generations of these practitioners, this book is an essential resource for creating a positive culture of safety in live entertainment.

Computer Animation Complete - Rick Parent 2009-10-13
A compilation of key chapters from the top MK computer animation books available today - in the areas of motion capture, facial features, solid spaces, fluids, gases, biology, point-based graphics, and Maya. The chapters provide CG Animators with an excellent sampling of essential techniques that every 3D artist needs to create stunning and versatile images. Animators will be able to master myriad modeling, rendering, and texturing procedures with advice from MK's best and brightest authors. Divided into five parts (Introduction to

Computer Animation and Technical Background, Motion Capture Techniques, Animating Substances, Alternate Methods, and Animating with MEL for MAYA), each one focusing on specific substances, tools, topics, and languages, this is a MUST-HAVE book for artists interested in proficiency with the top technology available today! Whether you're a programmer developing new animation functionality or an animator trying to get the most out of your current animation software, Computer Animation Complete: will help you work more efficiently and achieve better results. For programmers, this book provides a solid theoretical orientation and extensive practical instruction information you can put to work in any development or customization project. For animators, it provides crystal-clear guidance on determining which of your concepts can be realized using commercially available products, which demand custom programming, and what development strategies are likely to bring you the greatest success. Expert instruction from a variety of pace-setting computer graphics researchers. Provides in-depth coverage of established and emerging animation algorithms. For readers who lack a strong scientific background, introduces the necessary concepts from mathematics, biology, and physics. A variety of individual languages and substances are addressed, but addressed separately - enhancing your grasp of the field as a whole while providing you with the ability to identify and implement solutions by category.

Digital Creature Rigging - Stewart Jones 2019-05-20
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 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 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 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 chapter supplements and core files and documents could be easily accessed.
Introduction to Theatrical Design and Production - Judy Ryerson 2020-08-03
The creation of exciting visual stories blooms from a successful navigation of the collaborative artistic journey. This new text guides beginning directors, designers, and performers through the many interwoven relationships and communication styles used during this journey and details the context, vision, parameters, materials, aesthetics, documentation, and facilitation of the design and production process. Drawing from over thirty years as a theatre educator and costume designer, Ryerson uses examples from actual productions to provide valuable insight into creating visually symbolic storytelling. Specific areas covered include the historical development of performance; navigating the relationship between artistic and business factions; job descriptions and hierarchies; design elements and principles; set components and construction; the design and production of costumes, lighting, and sound; special effects; and how everything comes together. Including 16 pages of full-color photos, this universal and practical approach benefits all members of this unique art form.
Stage Lighting for Theatre Designers - Nigel H. Morgan 2003

The Technical Director's Toolkit - Zachary Stribling 2015-12-07
In the world of theatre, the technical director is responsible for overseeing the safe and efficient realization and implementation of scenery for the stage. The Technical Director's Toolkit is the first book to address every nut and bolt of this multifaceted job, guiding you though the step-by-step processes of technical direction and the responsibilities of the TD in the mounting of a theatrical production. Leadership, management, relationship building, personal responsibility, and problem solving are addressed, showing you not only how to become a more efficient and effective TD, but also how to be a collaborative member of a production team that artists will seek to work with again and again. The book also addresses scene shop design, facility repair

and maintenance, and finishes with a brief overview of other areas of technical theatre that help round out the far reaching skill set of a successful TD.

Pixel Art for Game Developers - Daniel Silber 2015-07-28
Is the art for your video game taking too long to create? Learning to create Pixel Art may be the answer to your development troubles. Uncover the secrets to creating stunning graphics with Pixel Art for Game Developers. The premier how-to book on Pixel Art and Pixel Art software, it focuses on the universal principles of the craft.The book provide

Introduction to Rigging: Aerial Fabrics - Steven Santos 2014-01-02
Rigging aerial fabrics can be a complex topic. This book was written for aerial riggers in the circus, aerial dance, aerial yoga, and other related disciplines. It covers the selection, care, maintenance and proint-down rigging of aerial fabrics, single point slings, double point slings and other related apparatus.

An Essential Introduction to Maya Character Rigging - Cheryl Briggs 2021-01-28
While some rigging books focus too much on the theory of rigging and provide little 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. 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 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 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 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 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 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 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 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 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 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 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 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.

Entertainment Rigging - Harry Donovan 2002

Paasch's Illustrated Marine Dictionary - Heinrich Paasch 2014-07-01
Captain Heinrich Paasch was the first to recognize the complexity and variety in marine vocabulary and technical terminology and the inherent need for a cohesive classification of nautical terms. Equipped with over thirty-five years of seafaring experience, including as a sailor, captain, and as a Surveyor to Lloyd's Register, Paasch sets out, chapter by chapter, an exhaustive explanation of all the principal parts of a ship's structure and equipment. He describes the main types of steam and sailing vessels; wooden and iron hulls; propulsion machinery; anchors and related equipment; masts and spars; standing and running rigging, as well as sails, tackle, blocks and ropes. He

concludes with knots, bends, hitches, and splices and finally provides a listing of standard measurements.Paasch's stated intention to describe a ship literally ?From Keel to Truck" has been widely applauded as has his inclusion of the equivalent terms in French and German alongside the English. Each section is accompanied by dozens of high-quality line engravings to accompany the text and illustrate the terminology and concept described. First published in 1885, and an invaluable resource ever since, Captain Paasch's dictionary is both a full encyclopedia and an unequaled introduction for anyone interested in steam and sailing ships, life aboard a ship, engineering, or simply understanding the language.

An Essential Introduction to Maya Character Rigging with DVD - Cheryl Cabrera 2012-09-10
Discover the concepts and techniques required to rig engaging CG character models with Maya in this unique book and DVD package. The stunning color images show just what you can achieve, and the detailed step-by-step tutorials show exactly how to achieve them. Every technique and tip is backed up with practical tutorials, using the models, student work and tutorial assets on the companion DVD to offer a crash course in this vital skill. With Cheryl Cabrera you'll learn about: Designing your first Biped Character; Creating your first Biped Character - Modeling Basics, Biped Character Facial Expressions, Texturing Basics; Skeleton setup for a Biped Character Joint Placement; Control Rig setup for a Biped Character - IK and FK; Wrapping up the setup; Skinning your Character

Stage Rigging Handbook - Jay O. Glerum 1997
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 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 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 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 tackle, hemp, counterweight, and motorized. He describes each type of rigging, then thoroughly reviews the operating procedures and ways of inspecting existing systems.

Uva's Basic Grip Book - Michael Uva 2002
This text is aimed at the beginner handling grip equipment for the first time. It covers the equipment used daily in the making of films, TV shows and commercials, and explains why one piece of equipment may be chosen over another in a given situation.

Basics - Peter Coleman 2003
This book aims to cover the basics of putting together a lighting system for stage productions.

Sex, Lies, and Headlocks - Shaun Assael 2010-11-03
"Current fans and recovering Hulkamaniacs alike should find [Sex, Lies, and Headlocks] as gripping as the Camel Clutch." —Maxim Sex, Lies, and Headlocks is the ultimate behind-the-scenes look at the backstabbing, scandals, and high-stakes gambles that have made wrestling an enduring television phenomenon. The man behind it all is Vince McMahon, a ruthless and entertaining visionary whose professional antics make some of the flamboyant characters in the ring look tame by comparison. Throughout the book, the authors trace McMahon's rise to power and examine the appeal of the industry's biggest stars—including Ed "Strangler" Lewis, Gorgeous George, Bruno Sammartino, Ric Flair, and, most recently, Stone Cold Steve Austin and The Rock. In doing so, they show us that while WWE stock is traded to the public on Wall Street, wrestling remains a shadowy world guided by a century-old code that stresses secrecy and loyalty. With a new afterword, this is the definitive book about the history of pro wrestling. "Reading this excellent behind-the-scenes look at wrestling promoter McMahon . . . is almost as entertaining and shocking as watching the most extreme antics of McMahon's comic-book style creations such as Steve Austin and The Rock." —Publishers Weekly "A quintessentially American success story of a

cocky opportunist defying the odds and hitting it big . . . Sparkling cultural history from an author wise enough to let the facts and personalities speak for themselves."—Kirkus Reviews

An Introduction to Rigging in the Entertainment Industry - Chris Higgs 2002

Theatre Space - Francis Reid 2006
In the post-war world of the 1950s and 60s, the format of theatre space became a matter for a debate that aroused passions of an intensity unknown before or since. The proscenium arch was clearly identified as the enemy, accused of forming a barrier to disrupt the relations between the actor and audience. An uneasy fellow-traveller at the time, Francis Reid later recorded his impressions whilst enjoying performances or working in theatres old and new and this book is an important collection of his writings in various theatrical journals from 1969-2001, including his contribution to the Cambridge Guide to the Theatre in 1988. It reports some of the flavour of the period when theatre architecture was rediscovering its past in a search to establish its future.