

Who Was Jim Henson

Jim Henson

For the first time ever—a comprehensive biography of one of the twentieth-century's most innovative creative artists: the incomparable, irreplaceable Jim Henson. He was a gentle dreamer whose genial bearded visage was recognized around the world, but most people got to know him only through the iconic characters he created: Kermit the Frog, Bert and Ernie, Miss Piggy, Big Bird. The Muppets made Jim Henson a household name, but they were only part of his remarkable story. This extraordinary biography—written with the generous cooperation of the Henson family—covers the full arc of Henson's all-too-brief life: from his childhood in Leland, Mississippi, through the years of burgeoning fame in Washington D.C., New York, and London, to the decade of international celebrity that preceded his untimely death at age fifty-three. Drawing on hundreds of hours of new interviews with Jim Henson's family, friends, and closest collaborators, as well as unprecedented access to private family and company archives—including never-before-seen interviews, business documents, and Henson's private letters—Brian Jay Jones explores the creation of the Muppets, Henson's contributions to Sesame Street and Saturday Night Live, and his nearly ten year campaign to bring The Muppet Show to television. Jones provides the imaginative context for Henson's non-Muppet projects, including the richly imagined worlds of The Dark Crystal and Labyrinth—as well as fascinating misfires like Henson's dream of opening an inflatable psychedelic nightclub or of staging an elaborate, all-puppet Broadway show. An uncommonly intimate portrait, Jim Henson captures all the facets of this American original: the master craftsman who revolutionized the presentation of puppets on television, the savvy businessman whose deal making prowess won him a reputation as “the new Walt Disney,” and the creative team leader whose collaborative ethos earned him the undying loyalty of everyone who worked for him. Here also is insight into Henson's intensely private personal life: his Christian Science upbringing; his love of fast cars, high-stakes gambling, and expensive art; and his weakness for women. Though an optimist by nature, Henson was haunted by the notion that he would not have time to do all the things he wanted to do in life—a fear that his heartbreaking final hours would prove all too well-founded. An up-close look at the charmed life of a legend, Jim Henson gives the full measure to a man whose joyful genius transcended age, language, geography, and culture—and continues to beguile audiences worldwide.

Who Was Jim Henson?

Jim Henson broke into television with a five-minute puppetry segment when he was only a freshman in college. He created puppets like none ever seen before, with expressive fabric faces and rod-controlled arms. His Muppets became world-renowned celebrities and formed the backbone of a media empire. With black-and-white illustrations throughout, this easy-to-read biography will be published twenty years after Henson's untimely death.

Jim Henson

Young readers finally have an opportunity to hear the story of the man behind Kermit the Frog, Yoda, Big Bird, and many other timeless, world famous puppet sensations. The life of Jim Henson is the story of a singular, remarkable artist with a vision, drive, and passion to educate. Through captivating photography, quotes from the man himself, and focused, age-appropriate language, readers have the chance to learn this modern television success story and be motivated and inspired to explore their own artistic voice and vision.

Jim Henson

Jim Henson created some of the most well-known and beloved characters, stories, and songs of the 20th century, making his name synonymous with children's entertainment. From Kermit the Frog to The Dark Crystal, his creative legacy has impacted children for two generations with no sign of stopping. Through vibrant, full-color illustrations, easy-to-follow text, and direct quotes, students will learn how one man used his talent for art, music, and performance not only to entertain children and adults around the world, but also to change the way kids learn.

The Wider Worlds of Jim Henson

Jim Henson was the creative force behind a huge catalog of television series, films, specials, and other productions, even excepting the Muppets. This collection of essays delves into the rest of Henson's body of work, including projects developed during his lifetime and those that represent his legacy. Covered here are Fraggle Rock, The Dark Crystal, Labyrinth, The Jim Henson Hour, Dinosaurs, Farscape, and more. Henson's influence on both audiences and later productions remains palpable on screens large and small, as this collection attests.

Jim Henson's Muppets

This book takes a look at the life of Jim Henson, maker and creator of lovable Muppet characters like Kermit the Frog, Bert and Ernie, Big Bird, and Miss Piggy. The title is complete with historical black and white and color photographs, simple text, and a timeline. Aligned to Common Core Standards and correlated to state standards. Abdo Kids Jumbo is an imprint of Abdo Kids, a division of ABDO.

Jim Henson

Journey into the creative mind of the incomparable Jim Henson with this intriguing look in his daily life through the doodles and inspirations that would become some of the most beloved characters the world has ever known. The iconic characters and magical worlds that sprung from Jim Henson's imagination have delighted millions of fans around the globe. His immense talents introduced audiences to the Muppets, the Fraggles, and the worlds of The Dark Crystal, Labyrinth and more. This new edition of Imagination Illustrated takes the journal that Henson faithfully kept throughout much of his career and brings it to life with a trove of visual material, including rare sketches, personal and production photographs, storyboards, doodles, and more. DAYS IN THE LIFE: Relive Henson's life with personal entries from his "red book," bringing memorable moments together with the major milestones in his career. MEET THE CREATORS: Follow along in Jim Henson's daily life as he meets the many talented creative partners who helped him build fantastical worlds like Jerry Juhl, Frank Oz, Brian Froud and more. THE PERSONAL TOUCH: Including journal excerpts written in Jim Henson's own handwriting, this unique collectible brings a little bit of the creator's world into the lives of the many fans who admire his creative genius.

Jim Henson's Imagination Illustrated

*Includes pictures *Includes Henson's own quotes about his life and career *Includes a bibliography for further reading
"When I was young, my ambition was to be one of the people who made a difference in this world. My hope is to leave the world a little better for having been there." - Jim Henson
A lot of ink has been spilled covering the lives of history's most influential figures, but how much of the forest is lost for the trees? In Charles River Editors' American Legends series, readers can get caught up to speed on the lives of America's most important men and women in the time it takes to finish a commute, while learning interesting facts long forgotten or never known. When people discuss the great television characters of all time, names such as Lucille Ball, Andy Griffith, and Jerry Seinfeld are frequently mentioned, but so are fictional characters like Kermit the Frog. What makes Kermit an interesting choice is the fact that he's a Muppet, and just one of Jim Henson's many iconic Muppets at that. Millions of people are instantly familiar with Muppets like Kermit, Oscar the Grouch, Yorick, and Miss Piggy, and while the Muppets may lack the physical

dimensions of the human television characters listed above, there is no denying the influence they have exerted on America's youth and popular culture more broadly. Their popularity remains undiminished even several decades following their inception. If the Muppets are among the most famous of all television characters, their significance also stems from the way in which their purpose was always about more than simply entertainment. Put simply, the Muppets have played an instrumental role in the education of America's youth, and there existed an educational imperative behind much of what Jim Henson created. For many children, learning to count, learning to read, and, on a broader level, learning to make sense of the world have all involved the Muppets, either on Sesame Street (1969-) or the many other movies and shows that have featured Jim Henson's characters. Of course, Henson's genius was also on display in the way he was able to captivate not just young children but also adults as well. As his career evolved, Henson began exploring more adults themes, and it is not for nothing that children and adults alike mourned his premature death in 1990. Henson's early passing leaves many questions unanswered regarding the direction that his future work would have taken, but even so, he left behind a broad and diverse body of work, even if existing loosely within the domain of puppetry. He began his career at an early age and for someone who died so young, his career was quite robust and balanced innovation with the repetition of salient themes. Indeed, Henson's works emphasized morality and the value of dreams, desires, education, and cooperation. *American Legends: The Life of Jim Henson* looks at the life and work of Jim Henson, from his childhood in Mississippi and Maryland to his young death in 1990 at the age of 53. Along with pictures of important people, places, and events, you will learn about Jim Henson like never before, in no time at all.

American Legends

In this children's storybook, experience the endlessly imaginative world of Jim Henson's Labyrinth through the eyes of its most fantastical and beloved characters! Witness a day in the life of Sir Didymus, the recklessly heroic fox-terrier; Ludo, the lovable oaf; Hoggle, an ever-loyal companion; and others as they play games, work together, and revel in the magic of the labyrinth. Written and gorgeously illustrated by acclaimed children's book illustrator Cory Godbey (*Have Courage, Be Kind: The Tale of Cinderella*), Jim Henson's *Labyrinth Tales* takes readers deep into the adventure where magic knows no bounds.

Jim Henson's Labyrinth Tales

For the first time ever—a comprehensive biography of one of the twentieth-century's most innovative creative artists: the incomparable, irreplaceable Jim Henson. He was a gentle dreamer whose genial bearded visage was recognized around the world, but most people got to know him only through the iconic characters he created: Kermit the Frog, Bert and Ernie, Miss Piggy, Big Bird. The Muppets made Jim Henson a household name, but they were only part of his remarkable story. This extraordinary biography--written with the generous cooperation of the Henson family--covers the full arc of Henson's all-too-brief life: from his childhood in Leland, Mississippi, through the years of burgeoning fame in Washington D.C., New York, and London, to the decade of international celebrity that preceded his untimely death at age fifty-three. Drawing on hundreds of hours of new interviews with Jim Henson's family, friends, and closest collaborators, as well as unprecedented access to private family and company archives--including never-before-seen interviews, business documents, and Henson's private letters--Brian Jay Jones explores the creation of the Muppets, Henson's contributions to Sesame Street and Saturday Night Live, and his nearly ten year campaign to bring The Muppet Show to television. Jones provides the imaginative context for Henson's non-Muppet projects, including the richly imagined worlds of *The Dark Crystal* and *Labyrinth*—as well as fascinating misfires like Henson's dream of opening an inflatable psychedelic nightclub or of staging an elaborate, all-puppet Broadway show. An uncommonly intimate portrait, Jim Henson captures all the facets of this American original: the master craftsman who revolutionized the presentation of puppets on television, the savvy businessman whose deal making prowess won him a reputation as “the new Walt Disney,” and the creative team leader whose collaborative ethos earned him the undying loyalty of everyone who worked for him. Here also is insight into Henson's intensely private personal life: his Christian Science upbringing; his love of fast cars, high-stakes gambling, and expensive art; and his weakness for women. Though an optimist by nature,

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Jim Henson

Provides details on over 550 internships and summer jobs.

Ferguson Career Resource Guide to Internships and Summer Jobs, 2-Volume Set

Sesame Street and The Muppet Show introduced Jim Henson's Muppets to the world, making Kermit the Frog, Oscar the Grouch, and Big Bird household names. But even as a child in rural Mississippi, listening to the radio and putting on comedy shows for his family, Jim recognized the power of laughter to bring people together. On Sesame Street, Jim's Muppets transformed children's television by making learning fun for kids everywhere. A visionary, Jim always believed that puppets could reach a wider audience. In 1976, he proved it, drawing millions of family viewers to The Muppet Show. With his feature film The Dark Crystal and his Star Wars characters—including Yoda—Jim continued to push the boundaries of what was possible in puppetry until his death in 1990 at the age of 53. Kathleen Krull, recipient of the Children's Book Guild 2011 Non-fiction Award and many other accolades, once again does what she does so well—illuminating the life of an important figure in history, art, and culture with her informative but approachable writing style.

Jim Henson: The Guy Who Played with Puppets

Jim Henson's life, from adolescent forays into cartooning to his early puppeteering for commercials, from his first glimpse of broadcast success to his triumph as progenitor of the most widely seen TV show in history.

Jim Henson: The Works

The ultimate gift for Muppet lovers everywhere, this extraordinary tribute celebrates 40 years of Henson's creative genius--from his best-known inventions to his lesser known but equally fascinating notions for everything from designs for futuristic nightclubs and homes to experimental films. 500 color illus.

Focus On: 100 Most Popular Deaths from Pneumonia

This is a comprehensive sourcebook on the world's most famous vampire, with more than 700 citations of domestic and international Dracula films, television programs, documentaries, adult features, animated works, and video games, as well as nearly a thousand comic books and stage adaptations. While they vary in length, significance, quality, genre, moral character, country, and format, each of the cited works adopts some form of Bram Stoker's original creation, and Dracula himself, or a recognizable vampiric semblance of Dracula, appears in each. The book includes contributions from Dacre Stoker, David J. Skal, Laura Helen Marks, Dodd Alley, Mitch Frye, Ian Holt, Robert Eighteen-Bisang, and J. Gordon Melton.

The Most Important People of the 20th Century (Part-II): Artists & Entertainers

The Fairy Tales of Jim Henson: The best place by the fire is the first book to specifically consider Henson, best known for the immensely popular The Muppet Show, as an important creator of screen fairy tales. In a chronological overview of Henson's career from the late 1950s to his death in 1990, it explores key themes, artistic practices and innovations that make his contribution to the genre unique. Drawing upon a range of fairy tale scholarship, it also situates Henson's work within the wider context of the genre, specifically its conventions, themes and inherent intertextuality.

Jim Henson: The Works

The Enchanted Screen: The Unknown History of Fairy-Tale Films offers readers a long overdue, comprehensive look at the rich history of fairy tales and their influence on film, complete with the inclusion of an extensive filmography compiled by the author. With this book, Jack Zipes not only looks at the extensive, illustrious life of fairy tales and cinema, but he also reminds us that, decades before Walt Disney made his mark on the genre, fairy tales were central to the birth of cinema as a medium, as they offered cheap, copyright-free material that could easily engage audiences not only through their familiarity but also through their dazzling special effects. Since the story of fairy tales on film stretches far beyond Disney, this book, therefore, discusses a broad range of films silent, English and non-English, animation, live-action, puppetry, woodcut, montage (Jim Henson), cartoon, and digital. Zipes, thus, gives his readers an in depth look into the special relationship between fairy tales and cinema, and guides us through this vast array of films by tracing the adaptations of major fairy tales like "Little Red Riding Hood," "Cinderella," "Snow White," "Peter Pan," and many more, from their earliest cinematic appearances to today. Full of insight into some of our most beloved films and stories, and boldly illustrated with numerous film stills, The Enchanted Screen, is essential reading for film buffs and fans of the fairy tale alike.

Dracula in Visual Media

Labyrinth: The Ultimate Visual History is the definitive thirtieth-anniversary exploration of the beloved Jim Henson classic, featuring rare artwork, interviews, and on-set photos. Journey back to Jim Henson's Labyrinth in this visually stunning celebration of the enchanting fantasy classic. Three decades after its release, Labyrinth, starring David Bowie and Jennifer Connelly, continues to enthrall audiences with its winning mixture of fairy-tale magic, fantastical creatures, and unforgettable music. Filled with a wealth of rare and unseen behind-the-scenes imagery, this book explores the creation of the film as seen through the eyes of the artists, costume designers, and creature creators who gave Labyrinth its distinctive look. Featuring in-depth commentary from the talented crew and cast—including exclusive new interviews with Jennifer Connelly, Brian Henson, Brian Froud, and George Lucas—this deluxe book brings together a wealth of rare sketches, concept art, and candid set photography to form an incredible treasure trove for Labyrinth fans. With stunning visuals and unparalleled insight into the creation of a true modern classic, Labyrinth: The Ultimate Visual History is the perfect companion piece to one of the best-loved fantasy films of all time.

The Fairy Tales of Jim Henson

Biographies of some world eminent persons.

The Enchanted Screen

Are you ready to take the next step in your author journey? Art for the sake of art is important. Writing for the love of it, or to create something beautiful on the page, is absolutely worthwhile and critical to expand the sum of human expression. But I'm not here to talk about creativity or the craft of writing in this book. My aim is to take the result of your creativity into the realm of actually paying the bills. To take you from being an author to running a business as an author. I was a business consultant for 13 years before I gave up my job in September 2011 to become a full-time author-entrepreneur. I worked for large corporates and small businesses, implementing financial systems across Europe and Asia Pacific. I've also started a number of my own businesses "a scuba dive charter boat in New Zealand, a customized travel website, a property investment portfolio in Australia as well as my freelance consultancy. I've failed a lot and learned many lessons in my entrepreneurial life and I share them all in this book. In the last six years of being an author, through tempestuous changes in the publishing world, I've learned the business side of being a writer and I now earn a good living as an author-entrepreneur. I'm an author because it's my passion and my joy but also because it's a viable business in this age of global and digital opportunity. In the book, you will learn: Part 1:

From Author To Entrepreneur The arc of the author's journey, definition of an author-entrepreneur, deciding on your definition of success. Plus/ should you start a company? Part 2: Products and Services How you can turn one manuscript into multiple streams of income by exploiting all the different rights, various business models for authors and how to evaluate them, information on contracts, copyright and piracy. Plus/ putting together a production plan. Part 3: Employees, Suppliers and Contractors The team you need to run your business. Your role as author and what you're committing to, as well as co-writing. Editors, agents and publishers, translators, book designers and formatters, audiobook narrators, book-keeping and accounting, virtual assistants. Plus/ how to manage your team. Part 4: Customers In-depth questions to help you understand who your customers are and what they want, as well as customer service options for authors. Part 5: Sales and Distribution How to sell through distributors and your options, plus all the information you need to sell direct. ISBNs and publishing imprints "do you need them? Plus/ your options for pricing. Part 6: Marketing Key overarching marketing concepts. Book-based marketing including cover, back copy and sales pages on the distributors. Author-based marketing around building your platform, and customer-based marketing around your niche audience and targeted media. Part 7: Financials Revenues of the author business and how to increase that revenue. Costs of the author business and funding your startup. Banking, PayPal, accounting, reporting, tax and estate planning. Part 8: Strategy and Planning Developing your strategy and business plan. Managing your time and developing professional habits. The long-term view and the process for becoming a full-time author. Plus/ looking after yourself. Part 9: Next Steps Questions from the book to help you work out everything to do with your business, plus encouragement for your next steps. Appendices, Workbook and Bonus Downloads including a workbook and business plan template. If you want to go from being an author to running a business as an author, download a sample or buy now.

Labyrinth

Max and Justine's search is almost all washed up when they get in over their heads with their Atlantean neighbors! Water they going to do?!

The Great Ones Vol. IV

This collection is a study of the value of craft as it can be understood within the study and practice of animation. The book reconsiders the position of craft, which is often understood as inferior to 'art', with a particular focus on questions of labour in animation production and gendered practices. The notion of craft has been widely investigated in a number of areas including art, design and textiles, but despite the fact that a wide range of animators use craft-based techniques, the value of craft has not been interrogated in this context until now. Seeking to address such a gap in the literature, this collection considers the concept of craft through a range of varying case studies. Chapters include studies on experimental animation, computer animation, trauma and memory, children's animation and silhouette animation among others. The Crafty Animator also goes some way to exploring the relationship craft has with the digital in the context of animation production. Through these varied discussions, this book problematizes simplistic notions about the value of certain methods and techniques, working to create a dialogue between craft and animation.

Business For Authors

Fraggle Rock: The Ultimate Visual History tells the definitive story behind the creation of Jim Henson's beloved series. It's been over thirty-five years since the irrepressible Fraggles first hit the screen in the beloved children's television hit Fraggle Rock. Created by the legendary Jim Henson, along with Michael K. Frith, Jerry Juhl, Duncan Kenworthy, and Jocelyn Stevenson, Fraggle Rock remains a favorite of fans to this day. This delightful volume tells the incredible story of the bighearted show that helped instill open-minded values in a whole generation of viewers. Fraggle Rock: The Ultimate Visual History follows the show's creation, from early concepts to the incredible puppetry that brought the unforgettable characters, such as Gobo, Red, and Mokey, to life. Exclusive interviews with Stevenson, Frith, Kenworthy, and several other major contributors reveal fascinating, exclusive insights that take the reader further into Jim Henson's world

than ever before. Featuring a wealth of rare concept art and behind-the-scenes photographs from the archives of The Jim Henson Company, *Fraggle Rock: The Ultimate Visual History* is the definitive look at one of the best-loved television shows of all time.

Mega Princess #3

Today's children are occupied with activities taking place in settings that are isolated from nature or are simulations of the earth's natural environment. This text examines the ways in which literature, media, and other cultural forms for young people address nature, place, and ecology.

The Crafty Animator

Featuring a dazzling array of comics superstars including Sina Grace (Go Go Power Rangers), Sarah Gailey (Know Your Station), Jackson Lanzing & Collin Kelly (Star Trek, Batman Beyond), original Farscape comic scribe Keith R.A. DeCandido (Star Trek, Doctor Who), and more, fans of the iconic Jim Henson classic will not want to miss the highly anticipated return of the franchise! This 25th anniversary special will be the first Farscape comic published since 2010, honoring the series' legacy with brand new stories featuring fan favorite characters! In addition to a main cover from Labyrinth artist Steve Morris, fans will also want to collect a photo variant cover commemorating this monumental milestone!

Fraggle Rock: The Ultimate Visual History

Discover the wild and wonderful creatures of Thra in this guide to the flora and fauna of the Dark Crystal universe featuring remarkable original illustrations. In a world where rocks talk and trees dispense wisdom from across the ages, anything is possible. The Dark Crystal Bestiary is a comprehensive volume that catalogs the many lifeforms of Thra's unique ecosystem. Drawing from all aspects of the Dark Crystal saga's universe, this book is visually dazzling and filled with enthralling information about all of Thra's lifeforms, making it the definitive guide to a world of wonders. • Own the most comprehensive guide to the Dark Crystal universe: This book showcases fauna from all corners of Thra, from the vile Skeksis and their noble counterparts, the Mystics, to a whole cornucopia of amazing creatures and critters, including Landstriders, Garthim, Peeper Beetles, Fizzgigs, Pluff'm, and many more fan favorites. • Over 200 fantasy illustrations: Featuring all-new illustrations by Iris Compiet, a protégé of the original Dark Crystal concept artist, Brian Froud, this book will show you the world of Thra as you've never seen it before. • Learn about the world of Thra: The Dark Crystal Bestiary is packed with lore, drawing information from the original film, the hit Netflix show *The Dark Crystal: Age of Resistance*, comic books, and novels. • An epic addition to your home library: Great for fantasy lovers, *The Dark Crystal Bestiary* will be a perfect addition to your bookshelf or coffee table.

Catalog of Copyright Entries. Third Series

Recipient of the 2018 Special Achievement Award from the Mississippi Institute of Arts and Letters and Recipient of a 2018 Heritage Award for Education from the Mississippi Heritage Trust The perfect book for every Mississippian who cares about the state, this is a mammoth collaboration in which thirty subject editors suggested topics, over seven hundred scholars wrote entries, and countless individuals made suggestions. The volume will appeal to anyone who wants to know more about Mississippi and the people who call it home. The book will be especially helpful to students, teachers, and scholars researching, writing about, or otherwise discovering the state, past and present. The volume contains entries on every county, every governor, and numerous musicians, writers, artists, and activists. Each entry provides an authoritative but accessible introduction to the topic discussed. The Mississippi Encyclopedia also features long essays on agriculture, archaeology, the civil rights movement, the Civil War, drama, education, the environment, ethnicity, fiction, folklife, foodways, geography, industry and industrial workers, law, medicine, music, myths and representations, Native Americans, nonfiction, poetry, politics and government, the press, religion,

social and economic history, sports, and visual art. It includes solid, clear information in a single volume, offering with clarity and scholarship a breadth of topics unavailable anywhere else. This book also includes many surprises readers can only find by browsing.

Wild Things

In its 114th year, Billboard remains the world's premier weekly music publication and a diverse digital, events, brand, content and data licensing platform. Billboard publishes the most trusted charts and offers unrivaled reporting about the latest music, video, gaming, media, digital and mobile entertainment issues and trends.

Farscape 25th Anniversary Special #1

(Piano/Vocal/Guitar Artist Songbook). Back by popular demand! This book featuring John Denver, Kermit, Miss Piggy and all your favorite Muppets includes 14 fantastic songs of the season: Alfie, The Christmas Tree * A Baby Just like You * Carol for a Christmas Tree * Christmas Is Coming (Round) * The Christmas Wish * Deck the Halls * Have Yourself a Merry Little Christmas * Little Saint Nick * Noel: Christmas Eve, 1913 * The Peace Carol * Silent Night, Holy Night * The Twelve Days of Christmas * We Wish You a Merry Christmas * When the River Meets the Sea. Also includes separate lyric pages and great color photos.

The Dark Crystal Bestiary

Brief biographies cover figures past and present who are famous for a variety of artistic talents—from actors, singers, and dancers to writers, artists, and composers. Students learn where these people came from, the challenges they overcame, and how their work has made a difference in the world. Each one-page biography is followed by reading and social studies activities and a list of books for further reading. Grades 4-6. Answer key. Index. Illustrated. Good Year Books. 106 pages.

The Mississippi Encyclopedia

The experience of growing up in the U.S. is shaped by many forces. Relationships with parents and teachers are deeply personal and definitive. Social and economic contexts are broader and harder to quantify. Key individuals in public life have also had a marked impact on American childhood. These 18 new essays examine the influence of pivotal figures in the culture of 20th and 21st century childhood and child-rearing, from Benjamin Spock and Walt Disney to Ruth Handler, Barbie's inventor, and Ernest Thompson Seton, founder of the Boy Scouts of America.

Billboard

The Encyclopedia of Television, second edition is the first major reference work to provide description, history, analysis, and information on more than 1100 subjects related to television in its international context. For a full list of entries, contributors, and more, visit the Encyclopedia of Television, 2nd edition website.

John Denver & the Muppets

While searching for his place in the Taylor family, Jet, the rocket boy, must face his past and avoid Oswald's plot to rid the farm of him.

Legends of the Arts

A behind-the-scenes history of computer graphics, featuring a cast of math nerds, avant-garde artists, cold

warriors, hippies, video game players, and studio executives. Computer graphics (or CG) has changed the way we experience the art of moving images. Computer graphics is the difference between Steamboat Willie and Buzz Lightyear, between ping pong and PONG. It began in 1963 when an MIT graduate student named Ivan Sutherland created Sketchpad, the first true computer animation program. Sutherland noted: "Since motion can be put into Sketchpad drawings, it might be exciting to try making cartoons." This book, the first full-length history of CG, shows us how Sutherland's seemingly offhand idea grew into a multibillion dollar industry. In *Moving Innovation*, Tom Sito—himself an animator and industry insider for more than thirty years—describes the evolution of CG. His story features a memorable cast of characters—math nerds, avant-garde artists, cold warriors, hippies, video game enthusiasts, and studio executives: disparate types united by a common vision. Sito shows us how fifty years of work by this motley crew made movies like *Toy Story* and *Avatar* possible.

Shapers of American Childhood

Fans and the billion-dollar franchises in which they participate have together become powerful agents within popular culture. These franchises have launched avenues for fans to expand and influence the stories that they tell. This book examines those fan-driven narratives as "wilderness texts," in which fans use their platforms to create for themselves while also communicating their visions to the franchises, thus spurring innovation. The essays in this collection look at how fans intervene in the production of mass media. Scholars analyze the negotiations between fan desires for both novelty and familiarity that franchises must maintain in order to achieve critical and commercial success. Applying varying theoretical approaches to discussions of fan responses to franchises, including *Star Wars*, *Marvel*, *Godzilla*, *Firefly*, *The Terminator*, *Star Trek*, *DC*, and *The Muppets*, these essays provide insight into the ever-changing relationships between fandom and transmedia storytelling.

Encyclopedia of Television

"WHEN YOUR LIFE IS LIKE A CIRCUS"....and whose life isn't? Here's the story of a family of entertainers with 48 years of real life experiences of international entertainment in circuses and stage productions that included hanging from a helicopter while strapped in a straightjacket! Brushes with death from rogue elephants, traveling hundreds of "mountain miles" a day, and meeting strangers who turned out to be 'angels' who showed up at "just the right time" are all integral parts of this exciting testimony of a family who felt God was directing their paths and who learned how to listen to His directions as they enjoyed His blessings along the way. This book contains the story of an entire family who took their God given talents and developed programs to motivate "children of all ages" to be the very best they were created to be! It's a true life story that can inspire the reader with the motivation to get thru challenges as THEY listen to God's direction in THEIR personal lives encouraging everyone to "MAKE CHRIST THEIR RINGMASTER"!

Rust Vol. 3

Moving Innovation

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