



THROW ME THE STATUE
CREATURESQUE



WAVING AT THE SHORE PISTOLS TAG ANCESTORS NOISES SNOWSHOES
DIZZY FROM THE FALL CANNIBAL RAYS HI-FI GOON BABY, YOU'RE BORED SHADE FOR A SHADOW THE OUTER FOLDS

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Throw Me The Statue is Scott Retherman, Aaron Goldman, Jared Gimes, Charlie Smith.
Produced by Throw Me The Statue and Phil Ek.
Mixed by Phil Ek at Avast Recording, Seattle.
Mastered by Ed Brooks at RFL, Seattle.
All songs written by Throw Me The Statue.
Drum on "Waving at the Shore," "Hi-Fi Guac," "Shade for a Shadow," "Ancestors" and "Noises"
recorded by Phil Ek at Two Sticks Audio, Seattle. Aided by Jackson Long and Michael Lerner.
Recorded at Studio Litha in Seattle by Floyd Rethma.
Recorded at our house in Seattle.
Songs arranged and produced by Charlie Smith at Charlie Smith Music in Seattle.
Guitar played by Eiry Moore, Glenn Green and Greg Larson.
Bass and Clapping on "Waving At The Shore" aided greatly by Eric Fisher.
Photograph by Gioia Bertoli, other photos by Scott Retherman. Layout by Daniel Murphy.
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There are many ways to create a creature, but the most common is to take a human form and add some animalistic features. This can be done in many ways, from simple to complex. Some people use prosthetics, while others use makeup or digital effects. The possibilities are endless, and the results can be truly amazing.

One of the most popular ways to create a creature is to use prosthetics. These are pieces of latex or silicone that are attached to the body to create a specific look. They can be used to create anything from a simple animal-like face to a full-body creature. Prosthetics are often used in film and television, but they can also be used for stage performances.

Another popular way to create a creature is to use makeup. This can be done with a variety of techniques, including airbrushing, sponge application, and hand-painting. Makeup is often used to create a more subtle, human-like creature, but it can also be used to create something more monstrous. The possibilities are truly endless.

Digital effects are another way to create a creature. This involves using computer software to create a digital model of a creature. This can be done in a variety of ways, from simple 2D graphics to complex 3D models. Digital effects are often used in film and television, but they can also be used for stage performances.

There are many other ways to create a creature, and the possibilities are truly endless. The key is to be creative and to use whatever resources you have available. Whether you use prosthetics, makeup, or digital effects, the results can be truly amazing.

