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Kit Laybourne's digital revision to The Animation Book brings you to the cutting edge of animation technology. Richly illustrated with frame-grabs, production stills, and diagrams, this volume shares Kit's infectious enthusiasm for the limitless possibilities of today's hybrid techniques, and it provides beginning animators

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with all the information they need to jump in and start their own animation projects.

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Best Animation Books – Number 6: Cartoon Animation
by Preston Blair Preston Blair ’ s Cartoon Animation
focuses on five key areas, character movement,
character development, animation, dialogue, and camera
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Cracking Animation: The Aardman Book of 3-D

Animation teaches fundamental techniques for creating your own stop motion animated film. This book does not touch upon traditional 3D rendering but it does cover a lot of the technology used in the movie Chicken Run along with the Wallace and Gromit cartoons.

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A guide to the theory, aesthetics, and techniques of animation features detailed instructions, projects, and discussions on such topics as basic movement, and digital ink and paint.

A guide to the theory, aesthetics, and techniques of animation features detailed instructions, projects, and discussion on such topics as basic movement, soundtrack synchronization, projecting equipment, storyboarding, and cartoon materials.

The long-awaited complete reference book of Persona 5: the Animation. Persona 5: the Animation is an anime television series produced by CloverWorks, a Japanese

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animation studio and a rebrand of A1 Pictures, renowned for making popular anime series such as Fairy Tail, The Promised Neverland, and Darling in the Franxx. the Animation is based on an internationally acclaimed role-playing video game Persona 5 which has sold over 2 million copies worldwide and a combined 9 million copies across all series. This is a complete collection of material, giving fans detailed behind-the-scenes look at the developing artworks such as character profiles, props profiles, background designs and visual illustrations (including never-before-seen illustrations). The materials consists not only works from Persona 5: the Animation but also from the special episode Dark Sun..., which was broadcasted in

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December 2018 and Stars and Ours, which was broadcasted in March 2019. Also includes an exclusive interview with the director Masashi Ishihama. Not only fans of Persona series (both anime and games), animators and illustrators but also people who are interested in knowing what kind of materials are used to make anime and how the processes are developing will be intrigued by this book.

Have you ever wondered what your LEGO creations would look like on the big screen? The LEGO Animation Book will show you how to bring your models to life with stop-motion animation—no experience required! Follow step-by-step instructions to make your first

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animation, and then explore the entire filmmaking process, from storyboards to post-production. Along the way, you ' ll learn how to: – Create special effects like explosions and flying minifigures – Convey action and emotion with your minifigure actors – Design sets for animation—make three buildings look like an entire city! – Light, frame, and capture consistent photos – Add detail and scope to your films by building in different scales – Build camera dollies and rigs out of LEGO bricks – Choose cameras, software, and other essential animation tools Dive into the world of animation and discover a whole new way to play! For ages 10+

The Academy Award-winning artist behind Who

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Framed Roger Rabbit? draws on his master instruction classes to demonstrate essential techniques required of animators of any skill level or method, in an updated edition that provides expanded coverage of such topics as animal gaits and live action. Simultaneous.

Some of the most beloved characters in film and television inhabit two-dimensional worlds that spring from the fertile imaginations of talented animators. The movements, characterizations, and settings in the best animated films are as vivid as any live action film, and sometimes seem more alive than life itself. In this case, Hollywood's marketing slogans are fitting; animated stories are frequently magical, leaving memories of

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happy endings in young and old alike. However, the fantasy lands animators create bear little resemblance to the conditions under which these artists work. Anonymous animators routinely toiled in dark, cramped working environments for long hours and low pay, especially at the emergence of the art form early in the twentieth century. In *Drawing the Line*, veteran animator Tom Sito chronicles the efforts of generations of working men and women artists who have struggled to create a stable standard of living that is as secure as the worlds their characters inhabit. The former president of America's largest animation union, Sito offers a unique insider's account of animators' struggles with legendary studio kingpins such as Jack Warner and

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Walt Disney, and their more recent battles with Michael Eisner and other Hollywood players. Based on numerous archival documents, personal interviews, and his own experiences, Sito's history of animation unions is both carefully analytical and deeply personal.

Drawing the Line stands as a vital corrective to this field of Hollywood history and is an important look at the animation industry's past, present, and future. Like most elements of the modern commercial media system, animation is rapidly being changed by the forces of globalization and technological innovation. Yet even as pixels replace pencils and bytes replace paints, the working relationship between employer and employee essentially remains the same. In Drawing the

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Line, Sito challenges the next wave of animators to heed the lessons of their predecessors by organizing and acting collectively to fight against the enormous pressures of the marketplace for their class interests—and for the betterment of their art form.

Discusses the techniques and people involved in creating Disney's animated films, from the first story idea to opening night.

The essential fundamentals of 3D animation for aspiring 3D artists 3D is everywhere--video games, movie and television special effects, mobile devices, etc. Many aspiring artists and animators have grown up with 3D

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and computers, and naturally gravitate to this field as their area of interest. Bringing a blend of studio and classroom experience to offer you thorough coverage of the 3D animation industry, this must-have book shows you what it takes to create compelling and realistic 3D imagery. Serves as the first step to understanding the language of 3D and computer graphics (CG) Covers 3D animation basics: pre-production, modeling, animation, rendering, and post-production Dissects core 3D concepts including design, film, video, and games Examines what artistic and technical skills are needed to succeed in the industry Offers helpful real-world scenarios and informative interviews with key educators and studio and industry

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professionals Whether you're considering a career in as a 3D artist or simply wish to expand your understanding of general CG principles, this book will give you a great overview and knowledge of core 3D Animation concepts and the industry.

In 1911, famed cartoonist Winsor McCay debuted one of the first animated cartoons, based on his sophisticated newspaper strip “ Little Nemo in Slumberland, ” itself inspired by Freud ’ s recent research on dreams. McCay is largely forgotten today, but he unleashed an art form, and the creative energy of artists from Otto Messmer and Max Fleischer to Walt Disney and Warner Bros. ’ Chuck Jones. Their

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origin stories, rivalries, and sheer genius, as Reid Mitenbuler skillfully relates, were as colorful and subversive as their creations—from Felix the Cat to Bugs Bunny to feature films such as Fantasia—which became an integral part and reflection of American culture over the next five decades. Pre-television, animated cartoons were aimed squarely at adults; comic preludes to movies, they were often “little hand grenades of social and political satire.” Early Betty Boop cartoons included nudity; Popeye stories contained sly references to the injustices of unchecked capitalism. “During its first half-century,” Mitenbuler writes, “animation was an important part of the culture wars about free speech, censorship, the appropriate

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boundaries of humor, and the influence of art and media on society. ” During WWII it also played a significant role in propaganda. The Golden Age of animation ended with the advent of television, when cartoons were sanitized to appeal to children and help advertisers sell sugary breakfast cereals. Wild Minds is an ode to our colorful past and to the creative energy that later inspired The Simpsons, South Park, and BoJack Horseman.

Introduce kids to stop-motion animation and animated filmmaking. Animation is everywhere--from movies and TV to apps and video games--and today's tech-savvy kids know all about it. With the accessibility and ease of

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use of cameras and video-editing software, people of all ages are learning how to make stop-motion animation. In "Animation Lab for Kids," artists, teachers, and authors Laura Bellmont and Emily Brink present exciting, fun, hands-on projects that teach kids a range of animation techniques. From the classic zoetrope, flip book, and cel methods (which don't require any devices or technology) to different methods of shooting, the lessons require no previous experience for either child or adult. Experimenting with a variety of art materials (drawing, clay, and paper cut-outs), young animators will learn to plan a film through writing, storyboarding, and creating sets. The book also features helpful and informative sidebars on the history of the early

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animation techniques as well as the inspiring work of innovative and influential animators, including Kirsten Lepore, PES, Hailey Morris, and William Kentridge. The authors are co-founders and lead teachers of The Good School, an arts-education school that cultivates and combines traditional art-making skills and the technologies involved in stop-motion animation filmmaking. They teach animation techniques at camps, schools, and events, including the New York International Children's Film Festival.

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