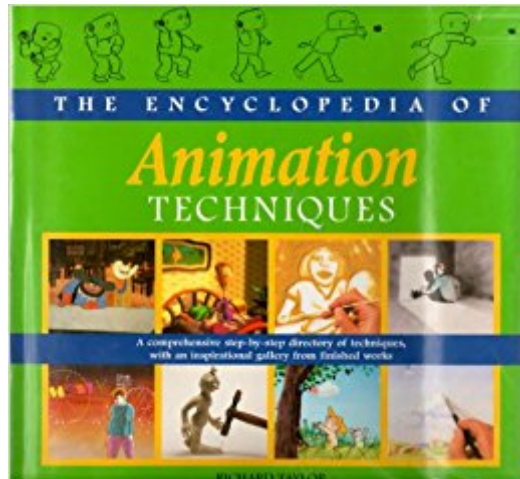




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The Encyclopedia Of Animation Techniques



Synopsis

This is a guide to the techniques of animation, aimed at the amateur, and to people already working in a production studio or those just keen to expand their knowledge. It covers three types of animation - drawn, modelled and computer generated. It gives a comprehensive, behind the scenes view of creating animated film, from treatments, scripts and storyboarding to filming and marketing. Through a mix of step-by-step photography and artwork commissioned by top animators, and from traditional pen and ink animation to claymation and computer generated, the techniques and advice cover areas such as suitable tools and equipment, characterization, movement, lighting, voices, music and planning layouts and backgrounds. This work includes a gallery of finished works by established animators as an inspiration and to demonstrate how professionals have used techniques to achieve a variety of effects. A supplementary section on preproduction systems, budgeting and how to launch yourself as a professional, aim to provide a guide to setting a career in motion.

Book Information

Hardcover: 176 pages

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Average Customer Review: 4.3 out of 5 stars 5 customer reviews

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Customer Reviews

The book is excellent !

This is a good book for looking over different types of animation methodology. The best section by far in this book is the one on stop motion animation. It showed the step by step building of two stop motion characters using two different types of joints. It included suggested tools you should use in building your character. It also included the pro's and cons of different types of set construction.

Also included in this section was how to set up the studio for filming. The type of camera lense you should use. The visual effect different types of lenses would have on your scene. The cool thing about all this detail was that it was not drawn they showed actual full color photographs!

The book is concise and covers the entire spectrum of animation. It is consistent with others in the Encyclopedia of Art Series. For animation students it is a good introductory book, but you will find yourself needing more information soon.

Richard Taylor approaches animation like the BEST do-it-yourself guides do... beautiful, clear illustrations of the nuts and bolts as well as the squash and stretch. Wish this had been MY textbook at animation school.

This book is good for a starter to know the animation how is work

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