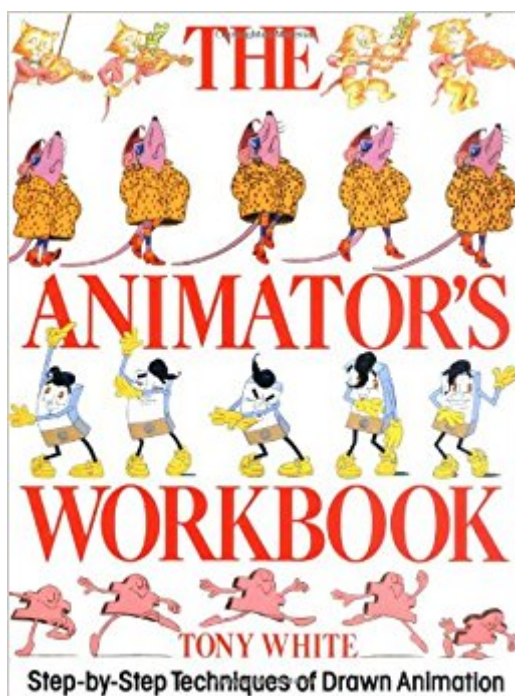


The book was found

The Animator's Workbook: Step-By-Step Techniques Of Drawn Animation



Synopsis

The Animator's Workbook offers a complete course on the principles and techniques of drawn animation. Stressing that animation is a subtle and exacting art form which breathes life into inanimate drawings, Tony White, an award-winning animator, covers every aspect of the process. He provides technical information and explains in easy-to-follow text and step-by-step illustrations, how to capture movement, expression, and emotion. He shows you how to convincingly animate birds and animals and explores special effects - wind, water, fire, and solid objects - that can add realism, drama, and atmosphere to animation. This book takes the mystery out of the animation process and provides sound, reliable guidance and information. Topics include: Content The Process of Animation The Animator's Toolkit Inbetweening Head Turns Walks Runs Realistic Touches Technical Information Exaggerated Action The Animal Kingdom Dialogue Animated Effects Backgrounds

Book Information

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Best Sellers Rank: #323,117 in Books (See Top 100 in Books) #208 in [Books > Arts & Photography > Graphic Design > Animation](#) #286 in [Books > Arts & Photography > Graphic Design > Commercial > Illustration](#) #442 in [Books > Arts & Photography > Other Media > Film & Video](#)

Customer Reviews

Like so many of the crafts, animation has suffered from the introduction of new technology. In this case computer-generated images have done much to displace the art of animation. It is White's intention to provide a foundation for apprenticeship training in order to preserve the animator's craft. His book is primarily a multilevel workbook. The only assumption is that the reader will be a cartoonist with an interest in animation. White lets the reader in on all pertinent aspects of animation from inbetweening to matching dialogue with the drawn pictures. At the end of each chapter there is an assignment for the practitioner. A valuable reference tool for most libraries and essential for art

libraries. Mike Donovan, Cornell Univ. NYSSILR, New York Copyright 1986 Reed Business Information, Inc. --This text refers to an out of print or unavailable edition of this title.

Tony White, one of Britain's foremost animators, was head of design and background on the animated television series Jackson Five, and won first prize at the Chicago Film Festival, with his first short film, Quartet. He assisted Richard Williams, the internationally acclaimed film director, on A Christmas Carol, which won an Academy Award for animation. White lives in London with his wife and two daughters.

I just ordered this book. Many flash animators have recommended "The Animator's Workbook", "Cartoon Animation", "Cartooning: Animation 1 with Preston Blair (HT26)" or "The Animator's Survival Kit" in order to create flash cartoons. I also have "Cartooning: Animation 1 with Preston Blair (HT26)". I have browsed through Richard Williams' "The Animator's Survival Kit" and that seemed too much for me to handle. I'm not an animator by trade but a wannabe. I look forward to improving my animation skills with this book! I also got this book for an excellent price! 6/14/05 - I just received my book. I will be using flash to create web based cartoons! This book is very appealing to me and doesn't intimidate me. I need a book like this because I'm not an animator by trade. You must pick this book, "Cartooning: Animation 1 with Preston Blair (HT26)" or "Cartoon Animation" if you are a beginner. All three books are excellent choices if you want to create flash cartoons! I prefer "Cartooning: Animation 1 with Preston Blair (HT26)" more than the other books.

This book is great. I couldn't put it down. From the front page to the very last the book will open up new ideas and concepts. These tips will make your animation come to life. You will not get professional out comes on the first try. But with practice your one step closer to producing a top of the line film. No pain no gain. So start reading...

I am a college student in video game design (and a 3D modeler). Every animation class with have this book as a recommended read if not the required textbook. There is a reason! The concepts work on old cel animation as well as with digital animation packages (3dsmax, maya, blender). Acting and expression are deeply explored as well to give your animations life.

Great book!!

Good! It's a good context. Exactly what my teacher required.

I've been happy with this book! It breaks down animation techniques in an understandable way, and I like following along with the exercises. Although I've studied some animation before, it covers some things that I've never thought about before, like how our heads turn on arcs and such.

Wonderful book

Great for kids!

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Genndy Tartakovsky: From Russia to Coming-of-Age Animator (Legends of Animation)
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The Complete Animation Course: The Principles, Practice and Techniques of Successful Animation
Animated Life: A Lifetime of tips, tricks, techniques and stories from an animation Legend (Animation Masters)
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