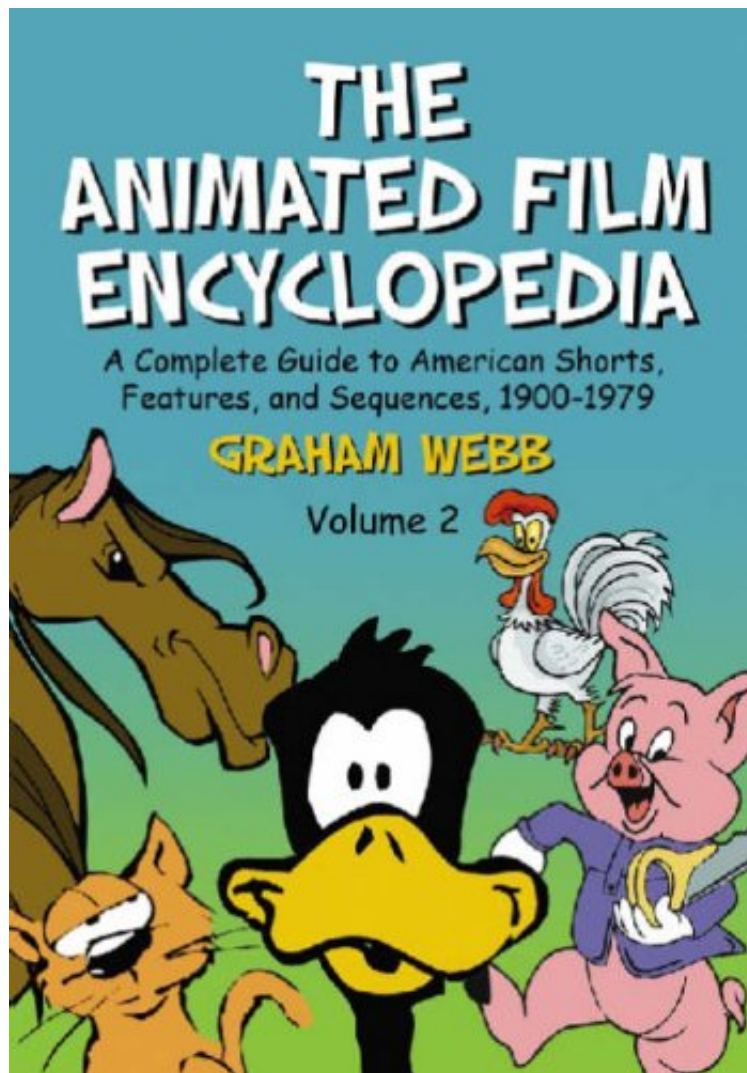


(Mobile pdf) The Animated Film Encyclopedia: A Complete Guide to American Shorts, Features, and Sequences, 1900-1979

## The Animated Film Encyclopedia: A Complete Guide to American Shorts, Features, and Sequences, 1900-1979

Graham Webb (Author)

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**Graham Webb (Author) : The Animated Film Encyclopedia: A Complete Guide to American Shorts, Features, and Sequences, 1900-1979** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Animated Film Encyclopedia: A Complete Guide to American Shorts, Features, and Sequences, 1900-1979:

0 of 0 people found the following review helpful. An Excellent Resource For CreditsBy VI ordered this book after Didier Ghez recommended it on his blog sometime ago.As most animation fans know, in the golden age of animation,

producers did not adequately credit their artists onscreen until the mid 40's, union pressure being a factor. Disney didn't credit anyone on the short subjects until 1944. Schlesinger had a system of rotating credits where only one or two animators were credited at a time. It was not until WB bought the studio that more artists received screen credit on one film, but still not everyone got billing. To make matters worse, the records for most of the studios, except Disney and MGM, were not preserved. These factors have made it difficult to determine the crews for several films. Graham Webb has done an exceptional job at compiling an exhaustive list of practically every classic cartoon short made (up to 1979 on this edition) and attributing the artists and voice actors who worked on the respective films wherever possible. The credits come from the films themselves, surviving records, and interviews with then living veterans. I got this book primarily for the pre-1945 Disney shorts, which goes beyond what's listed onscreen. The shorts for the other studios not so much, again not very surprising. One recurring error on Tex Avery's WB shorts is that Bob Clampett is listed as a story man. Avery himself refuted this notion in the 70's. Now a lot more has been discovered since then and continues to be discovered. For example, check out JB Kaufman's revised edition on his Silly Symphony book for more information that has been found in recent years on the earliest Symphonies and the animation drafts from various studios that Devon Baxter routinely posts on Cartoon Research. This is the go to guide to find out who worked on the classic cartoon shorts and features.

Animated films often bring to mind images of Saturday morning cartoons on television, but at one time, animated films, both long and short, were found mostly on the silver screen as part of the featured program. In 1977, George Lucas even specially requested a cartoon to open Star Wars: Duck Dodgers and the 24th Century, featuring Daffy Duck. In its rich history, cinematic animation has developed from silent monochrome images to sound-filled shorts that ran with newsreels and adventure serials to animation sequences used to enliven commercials or live-action films and finally to feature films like *Fantasia* and *Cinderella*. This encyclopedia covers all English language animation from the crucial first eighty years of its history. From the popular to the obscure, from Bugs to Mickey, from the short to the feature, nearly 7,000 items are covered. Each entry includes production information, date, running time, and a synopsis. Much of the information compiled here is rare. For example, character voices once considered anonymous are here identified, and animated films now lost because they were once considered expendable are here given the attention they deserve. A complete index allows multiple points of access. Replacement volumes can be obtained individually under ISBN 0786428600 (for Volume 1) and ISBN 0786428619 (for Volume 2).

From Library Journal The result of more than 30 years' research, this book covers cinema's first 80 years of animated features and short films, from the influential Fleischer Studio cartoons to Ralph Bakshi's experimental *The Lord of the Rings*. Included are capsule reviews and scholarly information on more than 7000 English-language animated films. One concern here is that Webb (an animator in his own right) breaks off at 1979; a more convenient ending would have been 1999, allowing coverage of 100 years of animated film history. Curiously, Webb maintains that he purposely avoided including computer animation and seems to use this explanation to justify his cutoff date. Despite this drawback, Webb's is an important book, comparable to Douglas L. McCall's *Film Cartoons: A Guide to 20th Century American Animated Features Shorts* (LJ 12/98), also published by McFarland. Recommended for all libraries that do not already have a major index on the history of animated film up to 1980. DD David M. Lisa, Mercyhurst Coll. Lib., Erie, PA Copyright 2000 Reed Business Information, Inc. Capsule reviews and scholarly information on more than 7,000 English-language animated films...an important book... Recommended --Library Journal Impressively thorough and comprehensive...handy, indispensable tool for quick and helpful reference is recommended for all --Choice An invaluable acquisition --ARBA About the Author Artist and writer Graham Webb has done animation work for *The Yellow Submarine*, ghosted for children's comics and supplied articles for the publications *FunnyWorld*, *Animation Magazine*, *Animator* and *Animato*. He lives in Kent, England.