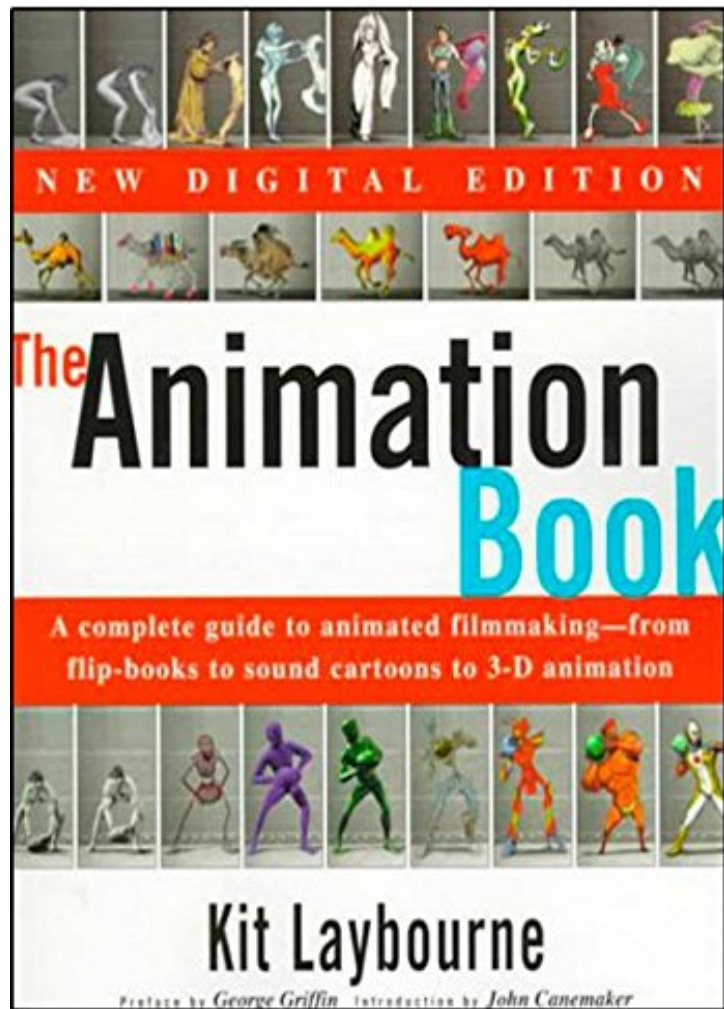


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The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3- D Animation

Kit Laybourne

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Kit Laybourne : The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3- D Animation before purchasing it in order to gage whether or not it would be worth my time, and all praised The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3- D Animation:

0 of 0 people found the following review helpful. Highly reccomendedBy sageThis animation book is the food equivalent of Thanksgiving at a pot-luck, or a buffet. I can sample one bite of everything, end up so full I can't walk.

The ingredients and all its parts are a mystery, but I get to sample the end product. Another words, this book will not teach you how to operate complicated software, such as Photoshop, but it will teach you what software you want to sample. Sort of like going to the video store and reading the captions, but not actually watching the movie, just get an idea for what movie you want to see. Anyway, I really like it and look forward to reading the whole thing. So far I have read chapter 1 and skipped to chapters 23 and 24 (about software and hardware), then will return to chapter 2.1 of 1 people found the following review helpful. animation book By Mark Good book but obsolete in technology. The book tells you different methods of making animation besides traditional animation. One the materials they used aren't even on the market no more. Still, it contains a lot of education for alternative method for producing animation....0 of 0 people found the following review helpful. Just What I Needed... By Steve 2174 I once owned the original 1979 edition of this book and missed it for a while. I had been wanting the more modern version of this book anyway. Although it was printed in 1998, it still is relevant. I would recommend this book for anyone who wants to learn the basics of animation drawing, at least. Outdated, but still good. That is why I love this book. Thanks for letting me share.

The first edition of *The Animation Book*, published in 1979, became the authoritative guide to making animated movies. Now, as we enter the twenty-first century, the explosion in computer technology has created a corresponding boom in animation. Using desktop hardware and software, animators can easily produce high-quality, high-artistry animation and mix the aesthetics of traditional cel animation with dazzling 3-D effects. 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 with all the information they need to jump in and start their own animation projects. More advanced animators will find *The Animation Book* to be an invaluable resource with detailed descriptions of filmmaking gear, computer hardware and software, art supplies, plus Internet and other resources. Using an innovative case-study approach, Kit deconstructs how a range of digital projects were carried out at some of today's hottest animation studios, including Wildbrain, Blue Sky, Protozoa, Fantome, Broderbund, Nicktoons, and Klasky Csupo. These step-by-step studies show how desktop animators can follow the same creative process in their own films.

"After 'Why is the sky blue?' one of the most important questions we ask is 'What is a cartoon?'. This is the definitive book that tells all about the process closest to our hearts--animation."--Albie Hecht, President, Film and TV Entertainment, Nickelodeon "This book is great! If ever there was the ultimate textbook for animation, this is it. The *Animation Book* is the perfect starter kit for anyone interested in entering the animation business or learning about the art of animation."--Terry Thoren, CEO/President, Klasky Csupo Inc. "I love the new edition of Kit Laybourne's *The Animation Book*. As with the first edition, he manages to give a world-eye view on the art and craft of my favorite medium with extra emphasis on personal styles and techniques, while including studio styles and techniques. I'm especially impressed that computer animation has been folded into the blend without overwhelming the mix."--Henry Selick, Director of *The Nightmare Before Christmas* and *James and the Giant Peach* "A very essential book for any animator. I wish I'd read this book before I started out in animation."--Bill Plympton "I read one chapter on stop-motion animation and then went and made a little film with my seven-year-old son. When he finally saw the thing moving and come to life, he giggled for solid half hour. I love this book."--Peter Hastings, Writer/Producer of *Animaniacs* and *Pinky and the Brain* and Creator of Disney's *One Saturday Morning* "The *Animation Book* is a classic. If you can afford to buy only one book on animation, this is the one to buy--it has it all."--Gunnar Willie, Head of the Animation Department, The National Film School of Denmark From the Inside Flap The first edition of *The Animation Book*, published in 1979, became the authoritative guide to making animated movies. Now, as we enter the twenty-first century, the explosion in computer technology has created a corresponding boom in animation. Using desktop hardware and software, animators can easily produce high-quality, high-artistry animation and mix the aesthetics of traditional cel animation with dazzling 3-D effects. 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 with all the information they need to jump in and start their own animation projects. More advanced animators will find *The Animation Book* to be an invaluable resource with detailed descriptions of filmmaking gear, computer hardware and software, art supplies, plus Internet and other resources. Using an innovative case-study approach, Kit deconstructs how a range of digital projects were carried out at some of today's hottest animation studios, including Wildbrain, Blue Sky, Protozoa, Fantome, Broderbund, Nicktoons, and Klasky Csupo. These step-by-step studies show how desktop animators can follow the same creative process in their own films. From the Back Cover "After 'Why is the sky blue?' one of the most important questions we ask is 'What is a cartoon?'. This is the definitive book that tells all about the process closest to our hearts--animation."--Albie Hecht, President, Film and TV Entertainment, Nickelodeon "This book is great! If ever there was the ultimate textbook for animation, this is it. The *Animation Book* is the perfect starter kit for anyone interested in entering the animation business or learning about

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