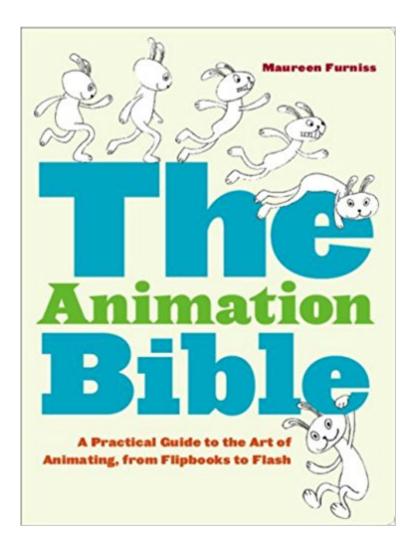


The book was found

The Animation Bible: A Practical Guide To The Art Of Animating From Flipbooks To Flash





Synopsis

The Animation Bible is the first book any aspiring animator will want to own—and with increasingly affordable tools for digital animation and the vast forum of the Internet for free distribution, animation is becoming more popular than ever. Animation authority Maureen Furniss covers every aspect of production, from finding a concept, choosing a medium, and creating characters all the way to getting the end result screened and distributed. In addition to traditional cel animation, Furniss also examines direct filmmaking, stop-motion animation, and Flash, as well as early motion devices and toys that produce animated images, all with case studies illustrating the successes and difficulties experienced by professional animators. Furniss goes beyond the image on the screen, discussing visual storytelling, sound design, and how to schedule, budget, and pitch an animated film. The Animation Bible is the essential guide for a new generation of animators.

Book Information

Paperback: 340 pages Publisher: Harry N. Abrams; 1 edition (April 1, 2008) Language: English ISBN-10: 081099545X ISBN-13: 978-0810995451 Product Dimensions: 8.2 x 1.2 x 11 inches Shipping Weight: 3.6 pounds (View shipping rates and policies) Average Customer Review: 4.9 out of 5 stars 9 customer reviews Best Sellers Rank: #144,088 in Books (See Top 100 in Books) #116 inà Â Books > Arts & Photography > Graphic Design > Animation #2547 inà Â Books > Arts & Photography > Performing Arts #4774 inà Â Books > Comics & Graphic Novels

Customer Reviews

Maureen Furniss is a member of the Animation Faculty at CalArts in Los Angeles, where she teaches character animation and experimental animation. She is the founding editor of Animation Journal and author of Art in Motion: Animation Aesthetics (1998) and Chuck Jones: Conversations (2005). She is a founding member of the Society for Animation Studies and Women in Animation. She lives in Santa Clarita, California.

Bursting at the seams with tips & tricks & everything else under the sun about doing animation!!!

A hefty and well-written overview of the art form. Complements how-to character animation books (eg The Animator's Survival Kit) by covering a more eclectic range of materials and techniques-how to make a wire armature, for example, or how to scratch animation directly into film stock. Makes one want to experiment. Full of illustrations, artist's profiles, and history, this is a serious resource for a diverse art.

Just received look like a good book.

An excellent reference book when working on animation.

Very entertaining read, very helpful for animators

For a guy like me, who wants to get in touch for the first time with animation and its techniques, this book is great! Wait a minute...I am a guy like me!

exactly what I ordered, as pictured. there were no tears/rips. there was nothing missing. got it at a great price.

Great Product. Good Quality too

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