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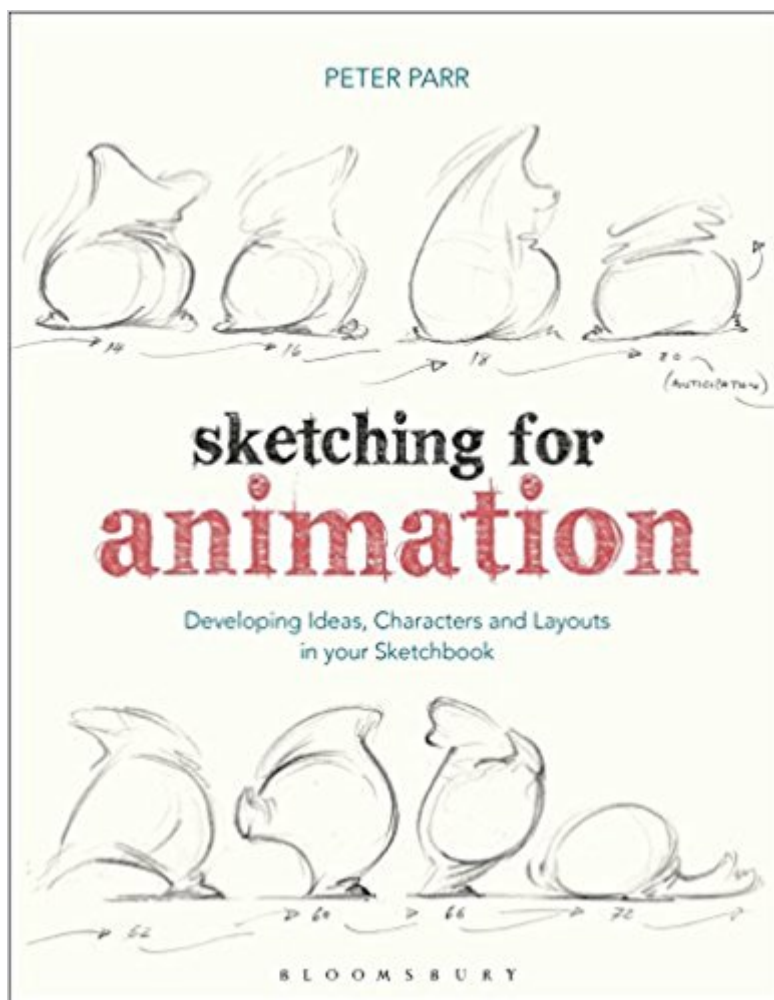
Sketching For Animation: Developing Ideas, Characters And Layouts In Your Sketchbook (Required Reading Range)

Synopsis

Drawing and sketching are central to the art of animation and can be crucial tools in designing and developing original stories, characters and layouts. Sketching for Animation offers a wealth of examples, exercises and tips from an army of professional animators to help you develop essential sketching, technical drawing and ideation techniques.With interviews and in-depth case studies from some of today's leading animators, including Bill Plympton, Glen Keane, Tori Davis and John Canemaker, this is a unique guide to turning your sketchbook - the world's cheapest, most portable pre-visualisation tool - into your own personal animation armory.

Book Information

Series: Required Reading Range (Book 65)

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Customer Reviews

From novice to master in one volume! The depth and breadth of subjects are invaluable to an animator! Kathryn McKelvey, University of Northumbria, UK It covers everything in animation you need to know by connecting it to your sketchbook. Mario Menjivar, The School of Visual Arts, USA A great primer on how to get the most out of sketching as it relates to animation. Ben Ridgway, San Francisco State University, USA The book fulfills many functions: whilst it serves as a drawing/painting instruction book and includes exercises in many key techniques; it also inspires through its use of carefully chosen examples. Yet in demonstrating the application of these basic fine-art principles to animation it effortlessly crosses the boundary between disciplines that are too often kept apart. Kathy Nicholls, University of Falmouth, UK This is the most complete and rich text

on the market. An essential book to understand advanced as well as basic techniques. Pulvirenti Luca Orazio, Accademia di Belle Arti di Palermo, Italy This is an excellent and vital resource to demonstrate the importance of drawing and using a sketchbook as a crucial tool for all animators whether they work digitally or traditionally. It is beautifully and richly illustrated, using a wide range of examples from both the author and other professional animators. It also has helpful exercises to undertake as well as offering inspiration from its vast range of illustrated examples. A beautiful and informative book. Roslind Allen, University of Sunderland, UK This is an exceptional book on drawing. It covers a vast range of techniques and ideas in a clear and concise way with fantastic illustrated examples. Always carefully placing these within the context of animation production, Peter Parr has created a book that without a doubt will become a key text. -- Tim Holleyman, Senior Lecturer in Animation

Peter Parr, Reader in Animation (Rtd) and MA Supervisor for The Arts University at Bournemouth (AUB), UK.

Great book.

I would highly recommend this book those who like to do animation as a career or hobby there is a lot to be learned from this book. The examplesare excellent for learning about fluid motion in any form of animation. I feel that there is a lot of helpful information in this book. you still need to know the basics to be able to produce the magic of animation.

Great book.

Such an interesting book. Learning a lot and the images are amazing!

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