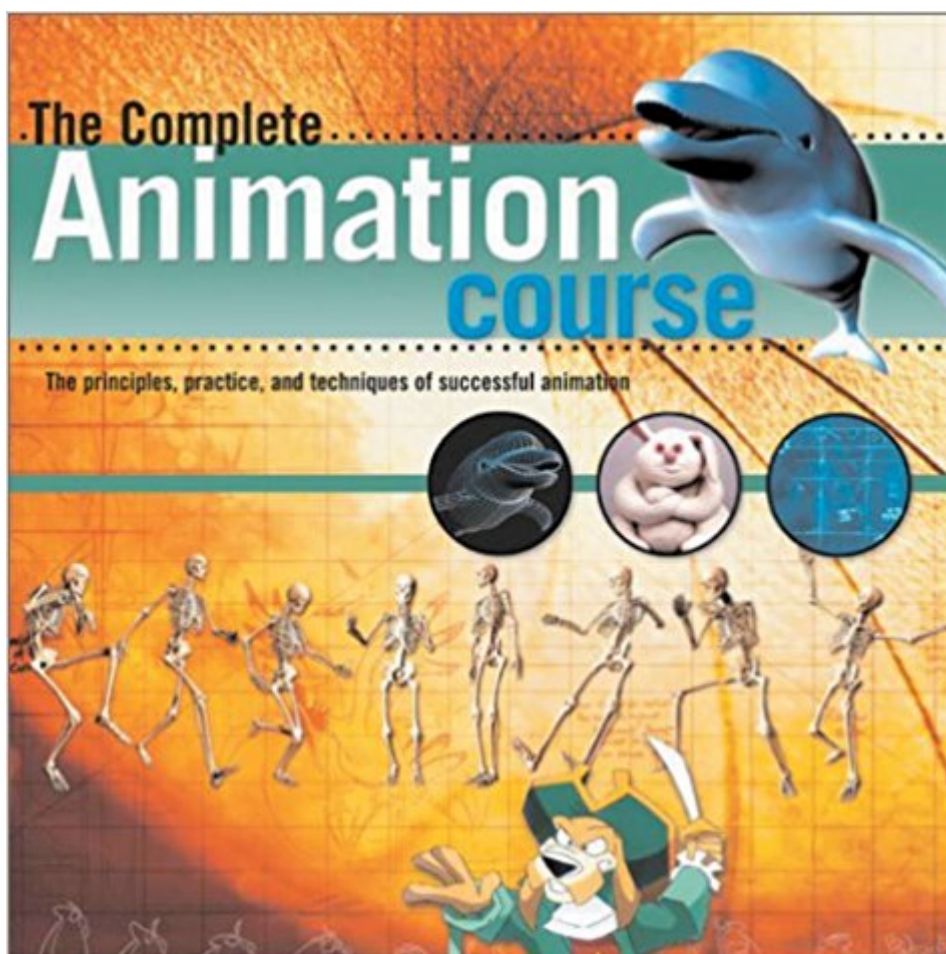


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# The Complete Animation Course: The Principles, Practice And Techniques Of Successful Animation



## Synopsis

Desktop computer artists will find a wealth of information in this heavily illustrated book. It instructs in the principles, practice, and techniques of successful animation. The author covers all forms of animation, starting with the basics of making sketches in flip books, and concluding with the latest developments in computer-generated imagery. He demonstrates with practical examples that utilize key areas of modern animation—cell art, stop-action with clay or plastic models, and 3D computer-generated and web-based animations. This volume's six chapters cover the following topics: The art of story telling and storyboarding . . . How to create stop-action animation . . . Simple cell animation, the technique for simple movie cartoon sequences . . . Full cell animation, as used by Disney, Warner Brothers, and similar studios . . . Web animation for showcasing your skill over the Internet . . . and Computer modeling and animation, including 3D modeling. The book's concluding sections discuss modern hardware and software, with emphasis on affordable beginners' equipment. Also provided is an overview of the animation industry and its applications to movies, TV, and computer games. More than 250 instructive illustrations enhance this fascinating how-to volume.

## Book Information

Paperback: 160 pages

Publisher: Barron's Educational Series (August 1, 2003)

Language: English

ISBN-10: 0764123998

ISBN-13: 978-0764123993

Product Dimensions: 8.8 x 8.8 x 0.4 inches

Shipping Weight: 1.2 pounds

Average Customer Review: 4.0 out of 5 stars 25 customer reviews

Best Sellers Rank: #376,464 in Books (See Top 100 in Books) #84 in [Books > Arts & Photography > Drawing > Cartooning > Anime & Cartoons](#) #225 in [Books > Arts & Photography > Graphic Design > Animation](#) #486 in [Books > Arts & Photography > Other Media > Film & Video](#)

## Customer Reviews

Animation is one of the most creative and exciting areas of film making today but if you're new to the subject, where do you start? The Complete Animation Course shows you how and more, covering everything from the art of storytelling—the secret of all great animation—to cel, stop action,

and 3D computer-generated animations. Richly illustrated with animation stills, frame-grabs and artworks, this book will be an invaluable resource for beginner and advanced animators as well as a source of inspiration and understanding for those who commission animated films. From flip books to 3D computer animation on your desktop, this book gives you all you need to know to start making your own animated movies. The clearly structured coursebook format makes learning about animation simple and fun. Comprehensive coverage of the latest computer animation software means you'll find out how to create stunning animated sequences for film or for the Web. Case studies at the end of each chapter demonstrate the core techniques in action. Chris Patmore is a journalist specializing in creative technology. He is a contributing editor and writer for 1984-online.com, a website dedicated to technology and culture for Macintosh users. He has worked internationally as a photographer and graphic designer, and is currently developing a website for animators and comics artists. He lives in London.

Chris Patmore is an English journalist, as well as editor and writer for a website dedicated to technology and culture for Macintosh users.

Not too long - only about 150 pages. And not text-heavy at all. But not an expensive "coffee table" book of pictures either. I wish more books had a format like this. Most topics are covered in one two-page spread (no page turning) with the topic stated clearly in a sort of extended headline that may be two short but complete sentences. There's a sensible order, but it isn't heavy-handed, so you could open the book at random and read independently whatever two-page spread you get and it would make sense by itself. There are sidebars and illustrations galore. Rather than the usual case of all the additional items "decorating" the text, here the "text" is just one more compositional element that doesn't grasp at some kind of "priority". It mentions topics as diverse as the right desk chair and 3D software for the masses. It makes a great introduction to the entire field. You'll wind up actually understanding 2D vs. 3D animation, cel vs. digital, vector vs. raster, and so forth. And there's a lot of emphasis on what creators actually (should) do and on what's reasonably possible. Just a bit dated - I wish there were a newer edition. But not so ridiculously out of date it reads like something in a museum. True, some of the "current" examples are now "out of print" ...but I can deal with that. It looks to me like an overview that was on the cutting edge a decade ago is still an awfully good overview.

Thank you!.... Rapid Shipping.... No regrets whatsoever!

This book pointed me in the right direction. I was trying to decide what materials, software and techniques do I chose to get from point A to point B in my personal project. I looked for a class but I would have had to enroll in college. This book covers story boarding. It explains the different techniques of animation used and explains what they are used for as well as discuss software and their many price range. I discovered the most popular software programs that the large movie and cartoon studios use. The history of animation is covered. It explains how you can start your own projects and includes a great supply section. The book is a little dated but surprising still up to date. I even found a full professional animation program that was mention that sold for a lot of money but because the company has been bought out, it is now free. This book is the first book you should read if you are starting out in animation and do not know what is out there.

I teach 3D Animation at the Robert Morgan Educational Center in Miami, Florida. I use this text as a one of the primary resources in my program. Although it doesn't go too in-depth, it does provide a brief introductory overview of the main topics relevant to the traditional methods of animation. I highly recommend it to anyone studying/teaching the subject.

I was very disappointed in this book. It is a very pretty book and the illustrations are really eye-catching but there isn't much substance beyond that. The topics are handled in such a light overview that they aren't helpful to anyone who may be looking into creating their own animations. The useful material in the entire book would have only filled 2 to 2 1/2 pages. It certainly isn't a "complete course" nor does it pass along anything more than the most generic information.

Love this book, great little instruction booklet.

ok

this book just tells you what the production pipeline is in the animation industry. if your not in the animation school, then its a good book for you. but if you are, then there's no reason to buy this book. i will assume the school will be telling you, guiding and instructing you through all the production pipeline process.

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