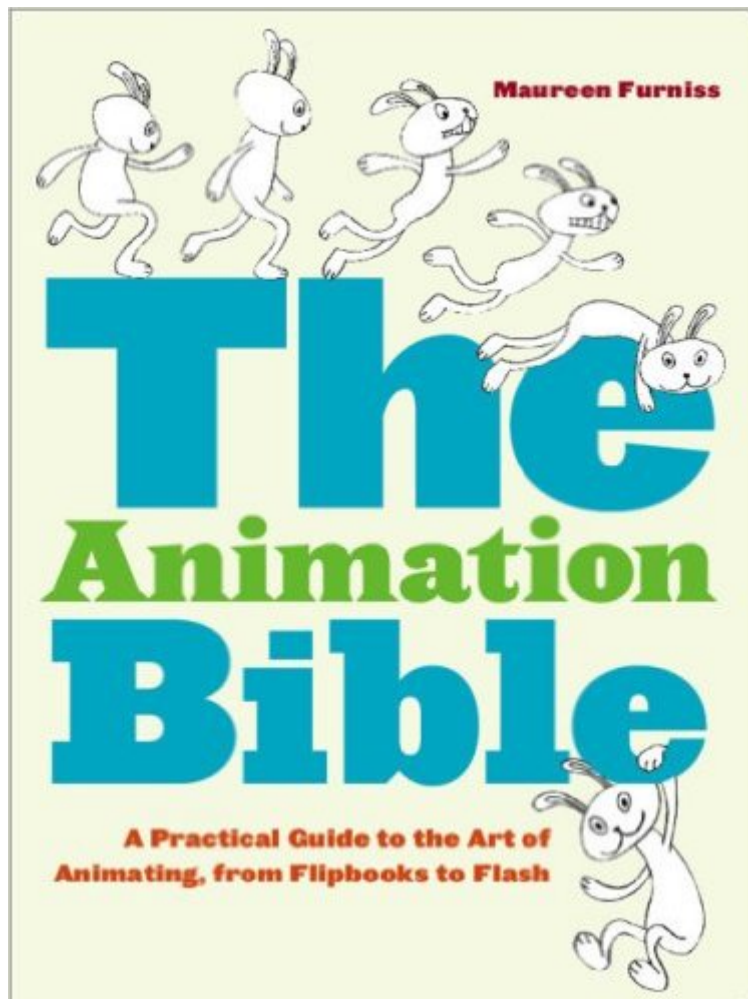


The book was found

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

Average Customer Review: 4.9 out of 5 stars [See all reviews](#) (8 customer reviews)

Best Sellers Rank: #215,707 in Books (See Top 100 in Books) #95 in [Books > Arts & Photography > Graphic Design > Animation](#) #259 in [Books > Arts & Photography > Other Media > Film & Video](#) #818 in [Books > Arts & Photography > Graphic Design > Techniques](#)

Customer Reviews

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.

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

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!

An excellent reference book when working on animation.

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