Basics Animation Digital Animation

Expand your animation toolkit and remain competitive in the industry with this leading resource for 2D and 3D character animation techniques. Apply the industry's best practices to your own workflows and develop 2D, 3D and hybrid characters with ease. With side by side comparisons of 2D and 3D character design, improve your character animation and master traditional principles and processes including weight and balance, timing and walks. Develop characters inspired by humans, birds, fish, snakes and four legged animals. Breathe life into your character and develop a characters personality with chapters on acting, voice-synching and facial expressions. Expertly integrate core animation techniques with your software of choice featuring step-by-step tutorials, highlighting 3ds Max, Maya and Blender workflows. Adapt the tips, tricks and techniques for unique projects like character design for rotoscoping and motion capture. Advance beyond the fundamentals of 2D and 3D character animation with the companion website which includes short demonstration movies, 2D and 3D exercises and fully rigged character models.

The easy way to start animating today! Creating Digital Animations is your ticket to learning animation! Learn how to animate your very own characters using Scratch—the free multimedia tool that lets you create interactive stories, games, and animations. Designed specifically for kids aged seven and up, this easy-to-follow, full-color guide introduces you to important game design concepts through three simple projects. Step-by-step instructions walk you through the four major phases of animation design, showing you how to turn your idea into a real animation with sound effects and more! You'll work just like the pros as you sketch out your main idea, add your own details, and develop a complete, workable character from scratch. If you're curious about coding, animation is the perfect place to start exploring. The Scratch platform doesn't require an actual programming language, but it gets you used to thinking like a programmer while you develop your very own animation. Short on rules but big on fun, this book is your friendly animation coach to get you started on the right foot. Use stick figures to design your characters' 'bones' Flesh out your design and animate movements Create scenes and background locations Add sound to take your animation to the next level Animation is fun! Building your own characters is exciting! And putting the finishing touches on your animation project shows you just how much you can learn while you play. Coding is a valuable skill that will serve you throughout school and beyond, and this book teaches you the basics in a way that leaves you hungry for more. Where will you take your new animation skills next? Creating Digital Animations takes you on the first steps of your journey to wherever you want to go!

Whether you’re creating animation for television, advertising, games, or multimedia, [digital] Character Animation 3 can help you bring your imagination to life. In this updated classic, both newcomers to digital animation and old hands looking to hone existing skills will find essential techniques for creating lively, professional-quality animation that are applicable to any software application. Combining the fundamentals of modeling, rigging, and animation with advanced-level information on characterization, directing, and production management, author George Maestri has created an essential resource for digital animators. [digital] Character Animation 3 is packed with beautiful new artwork and Maestri’s invaluable expert tips. Along with clear instruction on the theory

and practice of foundation techniques such as rigging, walk-cycles, and lip-synch–the tutorials and exercises in this book let you practice what you've learned. Maestri also offers in-depth information on creating nuanced characters that feel "alive" and win audience empathy and attention. The book's final chapter guides you through the entire filmmaking process, from story development through voice casting and animation directing.

Have you ever wondered what your LEGO creations would look like on the big screen? The LEGO Animation Book will show you how to bring your models to life with stop-motion animation—no experience required! Follow step-by-step instructions to make your first animation, and then explore the entire filmmaking process, from storyboards to post-production. Along the way, you'll learn how to: –Create special effects like explosions and flying minifigures –Convey action and emotion with your minifigure actors –Design sets for animation—make three buildings look like an entire city! –Light, frame, and capture consistent photos –Add detail and scope to your films by building in different scales –Build camera dollies and rigs out of LEGO bricks –Choose cameras, software, and other essential animation tools Dive into the world of animation and discover a whole new way to play! For ages 10+

Lighting for Animation is designed with one goal in mind - to make you a better artist. Over the course of the book, Jasmine Katatikarn and Michael Tanzillo (Senior Lighting TDs, Blue Sky Studios) will train your eye to analyze your work more critically, and teach you approaches and techniques to improve your craft. Focusing on the main philosophies and core concepts utilized by industry professionals, this book builds the foundation for a successful career as a lighting artist in visual effects and computer animation. Inside you'll find in-depth instruction on: • Creating mood and storytelling through lighting • Using light to create visual shaping • Directing the viewer's eye with light and color • Gathering and utilizing reference images • Successfully lighting and rendering workflows • Render layers and how they can be used most effectively • Specific lighting scenarios, including character lighting, environment lighting, and lighting an animated sequence • Material properties and their work with lighting • Compositing techniques essential for a lighter • A guide on how to start your career and achieve success as a lighting artist This book is not designed to teach software packages—there are websites, instructional manuals, online demos, and traditional courses available to teach you how to operate specific computer programs. That type of training will teach you how to create an image; this book will teach you the technical skills you need to make that image beautiful. Key Features Stunning examples from a variety of films serve to inspire and inform your creative choices. Unique approach focuses on using lighting as a storytelling tool, rather than just telling you which buttons to press. Comprehensive companion website contains lighting exercises, assets, challenges, and further resources to help you expand your skillset.

The essential fundamentals of 3D animation for aspiring 3D artists 3D is everywhere--video games, movie and television special effects, mobile devices, etc. Many aspiring artists and animators have grown up with 3D and computers, and naturally gravitate to this field as their area of interest. Bringing a blend of studio and classroom experience to offer you thorough coverage of the 3D animation industry, this must-have book shows you what it takes to create compelling and realistic 3D imagery. Serves as the first step to understanding the language of 3D and computer graphics (CG) Covers 3D animation basics: pre-production, modeling,

animation, rendering, and post-production Dissects core 3D concepts including design, film, video, and games Examines what artistic and technical skills are needed to succeed in the industry Offers helpful real-world scenarios and informative interviews with key educators and studio and industry professionals Whether you're considering a career in as a 3D artist or simply wish to expand your understanding of general CG principles, this book will give you a great overview and knowledge of core 3D Animation concepts and the industry.

Digital technology has made animation simpler, faster, and easier than ever before. New tools have broadened the palette available to both beginners and experienced animators. Basics Animation: Digital Animation looks at the history of the medium, charting its progress by looking at specific examples that document the growth and development of the form over the past fifty years. With contributions from pioneers of the medium as well as today's leading animators in movies, games, and television, Digital Animation is an animated look at animation yesterday and today. * Explores key principles and processes of animation * Readable and informative * Interviews and art from artists, animators, filmmakers, and more from around the world

Launch your career in writing for video games or animation with the best tips, tricks, and tutorials from the Focal press catalog--all at your fingertips. Let our award-winning writers and game developers show you how to generate ideas and create compelling storylines, concepts, and narratives for your next project. Write Your Way Into Animation and Games provides invaluable information on getting into the game and animation industries. You will benefit from decades of insider experience about the fields of animation and games, with an emphasis on what you really need to know to start working as a writer. Navigate the business aspects, gain unique skills, and develop the craft of writing specifically for aniamtion and games. Learn from the cream of the crop who have shared their knowledge and experience in these key Focal Press guides: Digital Storytelling, Second Edition by Carolyn Handler Miller Animation Writing and Development by Jean Ann Wright Writing for Animation, Comics, and Games by Christy Marx Story and Simulations for Serious Games by Nick Iuppa and Terry Borst Writing for Multimedia and the Web, Third Edition by Timothy Garrand

Experimental Animation: From Analogue to Digital, focuses on both experimental animation’s deep roots in the twentieth century, and its current position in the twenty-first century media landscape. Each chapter incorporates a variety of theoretical lenses, including historical, materialist, phenomenological and scientific perspectives. Acknowledging that process is a fundamental operation underlining experimental practice, the book includes not only chapters by international academics, but also interviews with well-known experimental animation practitioners such as William Kentridge, Jodie Mack, Larry Cuba, Martha Colburn and Max Hattler. These interviews document both their creative process and thoughts about experimental animation’s ontology to give readers insight into contemporary practice. Global in its scope, the book features and discusses lesser known practitioners and unique case studies, offering both undergraduate and graduate students a collection of valuable contributions to film and animation studies.

A must for collectors and fans of all ages, this is the most exciting, comprehensive, and thorough examination of what the Disney magic is all about. More than 2,700 illustrations, 489 in full color.

* For readers intrigued by 3D video games as a hobby or a potential career, this book offers an introduction to the world of 3D game animation and provides step-by-step instructions on creating storyboards, scenery, characters, and even software * Cover topics such as working with 3D coordinates, keyframing, NURBS modeling, lighting, rigging, skinning, particle effects, and more * Video game sales exceeded the movie industry's box office draw last year by $1 billion

A guide to the theory, aesthetics, and techniques of animation features detailed instructions, projects, and discussions on such topics as basic movement, and digital ink and paint.

Stop-motion Animation teaches the skills required to develop as a creative stop-motion animator. It explores how all the elements of film-making - camera work, design, colour, lighting, editing, music and storytelling - come together in this unique art form. With advice on how to use the particular types of movement, characters and stories that typify stop-motion, this book is packed with tips and suggestions to help you get the most out of your stop-motion films, accompanied by illustrations and case studies demonstrating how film-making masters through the years have used it in feature films, short films and television. This second edition also introduces and explores two of the biggest innovations of recent years - at opposite ends of the industry. At the top-end, for film-makers with serious budgets, there is 3D printing in the creation of replacement parts for stop-motion characters while at the amateur/student end of the industry there are a variety of cheap, but effective, apps that can turn turn a smartphone into a mini stop-motion studio. The new edition also includes an extended project in each chapter, covering storytelling techniques, selecting an appropriate style, developing a character, set building and lighting, creating a performance and adding music. These projects combine to lead you through the creation of your first one-minute stop-motion animation.

Advanced animation - Learn How to draw animated cartoons.

An illustrated guide to creating low-budget two-dimensional stop-motion films, how to set up an animation station and make models, and how to film and edit.

Driven by the demands of research and the entertainment industry, the techniques of animation are pushed to render increasingly complex objects with ever-greater life-like appearance and motion. This rapid progression of knowledge and technique impacts professional developers, as well as students. Developers must maintain their understanding of conceptual foundations, while their animation tools become ever more complex and specialized. The second edition of Rick Parent's Computer Animation is an excellent resource for the designers who must meet this challenge. The first edition established its reputation as the best technically oriented animation text. This new edition focuses on the many

recent developments in animation technology, including fluid animation, human figure animation, and soft body animation. The new edition revises and expands coverage of topics such as quaternions, natural phenomenon, facial animation, and inverse kinematics. The book includes up-to-date discussions of Maya scripting and the Maya C++ API, programming on real-time 3D graphics hardware, collision detection, motion capture, and motion capture data processing. New up-to-the-moment coverage of hot topics like real-time 3D graphics, collision detection, fluid and soft-body animation and more! Companion site with animation clips drawn from research & entertainment and code samples Describes the mathematical and algorithmic foundations of animation that provide the animator with a deep understanding and control of technique

Learn the basics of cartoon animation from acclaimed cartoon animator Preston Blair! Join acclaimed cartoon animator Preston Blair as he explains and demonstrates the magic of cartoon animation. Learn to develop a cartoon character’s shape, personality, features, and mannerisms; how to create movements, such as walking, running, skipping, and sneaking; and tips on using lines of action and creating realistic motion. From cartooning basics to more advanced animation techniques, Animation 1 is a welcome introduction for artists ready to bring their drawings to life. Designed for beginners, the How to Draw & Paint series offers an easy-to-follow guide that introduces artists to basic tools and materials and includes simple step-by-step lessons for a variety of projects suitable for the aspiring artist. Animation 1 allows artists to widen the scope of their abilities, demonstrating how to animate a character, from character development to movement and dialogue.

Basics Animation 03: Drawing for Animation introduces readers to the practice of drawing images for use in animation. It examines the thinking process and techniques involved with drawing characters, composition and movement, narrative and adaptation. Drawing is a fundamental part of the preparatory stages of virtually all design-led projects. It is the core method by which ideas and concepts are envisaged and ultimately shared with collaborators, clients and audiences. Aimed at students and those interested in entering the animation business, this book explores the pre-production work essential for producing great animation. It gives readers a real insight into this work through its outstanding range of images.

Computer animation is presented in a different, stimulating form. An introduction is provided to specialised techniques that draws on an audience from among students and practitioners in animation, graphic design and computer science.

So you want to create animation! Where do you start? With an idea. This creative, exercise-packed guide contains examples and idea-generating activities. What tools do you need? Your computer, simple software programs, and your imagination. This book will tell you how to utilize these tools. Must you spend your life savings on your set-up? No. The author's charts and project timelines will guide you and make the overwhelming simple, and keep your shopping lists manageable. With Animation in the Home Digital Studio, amateurs and animation students alike can learn how to create a variety of computer animations: from puppet to clay to pixilated, drawn and cartoon. This book contains a CD-ROM loaded with animation clips and exercises. The book's 8-page color insert illustrates stills from the work of independent animators around the world. The book's guide to resources contains a comprehensive list of contests, shows, societies, organizations, e-zines, and more. Steven Subotnick takes a personal approach to animation. His book is for artists, amateurs, professionals, students, and

anyone who wants to use animation as a means of expression. It explains how to create a variety of animations: from puppet to cutout, and from drawn to object animation. Subotnick covers the use of popular software products, including Macromedia Flash, Adobe Photoshop®, Adobe Premiere®, Digidesign ProTools Free, and others.

The Basics Animation series follows on from the successful title The Fundamentals of Animation and offers a concise but comprehensive account of a number of definitions and approaches to script, drawing upon the available literature. The book adopts a straightforward approach that is diagnostic, advisory and characterized by a range of examples. Most importantly, Basics Animation: Scriptwriting seeks to promote the distinctiveness of animation as a form of expression, and provides a clear account of the choices and approaches available to the scriptwriter / animator / director, and the particularities of each model. Inevitably, some of these models will have common approaches, but equally, there will be localized variations dependent upon the definition/understanding of animation adopted by individuals, companies and studios.

BlenderTM is a free Open Source 3D Creation Suite supporting the entire modeling and animation pipeline – modeling, rigging, animation, simulation, rendering, compositing and motion tracking. The program also includes Video Editing and Grease Pencil 2D Animation. The program is free to download and use by anyone for anything. The Complete Guide to Blender Graphics: Modeling and Animation, 5th Edition is a unified manual describing the operation of Blender version 2.80 with its New Improved Interface, New Workspaces and New Eevee Render System. This book introduces the program's Graphical User Interface and shows how to implement tools for modeling and animating characters and creating scenes with the application of color, texture and special lighting effects. Key Features: The book is designed to lead new users into the world of computer graphics using Blender 2.80 and to be a reference for established Blender artists. The book presents instruction in a series of short chapters with visual references and practical examples. Instructions are structured in a building-block fashion using contents in earlier chapters to explain more complex operations in later chapters.

Effective interface animation deftly combines form and function to improve feedback, aid in orientation, direct attention, show causality, and express your brand’s personality. Designing Interface Animation shows you how to create web animation that balances purpose and style while blending seamlessly into the user’s experience. This book is a crash course in motion design theory and practice for web designers, UX professionals, and front-end developers alike.

Basics Animation 04: Stop-motion by Barry Purves teaches the skills required to develop as a creative stop-motion animator.

This book explains the creation of animation from concept to production. Instead of focusing on singular aspects of animation production, talented animators can learn to make better films by understanding the process as a whole. Veteran independent filmmaker Hannes Rall teaches you how to develop an animation project from the very start of conceptual exploration though to completed production. Subjects like script, storyboarding, character and production design illuminate the pre-production process; later chapters explain the production process applied to different animation techniques like 2D animation, 3D computer animation and stop motion. This book is just the right mix of practical advice, lavish illustrations, and industry case studies to give you everything you need to start creating animation today. Key Features Learn the concepts of film animation production from an expert instructor Interviews with legends Andreas Deja, Hans Bacher and Volker Engel Robust coverage of the pre-production process, from script to storyboarding and visual development Includes a glossary and further reading recommendations

Improve your animation by fully understanding the key 2d skills before using a computer!

If you need a fun, hands-on introduction to core animation techniques - then look no further! Heather Freeman guides you through a wide range of practical projects, helping you establish and build skills in narrative animation, motion graphics and visual effects. Each chapter begins by summarizing historical and theoretical concerns and connecting them with current practice and applications - all beautifully illustrated with stills from classic commercial and independent films, as well as contemporary examples from student work. Having established this context, the remainder of the chapter focuses on walking readers through their own creative projects. Topics covered include early animation technologies and techniques, scenes and staging, character animation, animated type, visual effects and motion graphics, pre- through post-production and experimental approaches to motion graphics. Dozens of sample files are available online, for experimentation and to get readers started on each exercise. The companion website also includes example animations as well as links to recommended software tutorials, recommended artist websites, blogs and animation channels.

A compilation of key chapters from the top MK computer animation books available today - in the areas of motion capture, facial features, solid spaces, fluids, gases, biology, point-based graphics, and Maya. The chapters provide CG Animators with an excellent sampling of essential techniques that every 3D artist needs to create stunning and versatile images. Animators will be able to master myriad modeling, rendering, and texturing procedures with advice from MK's best and brightest authors. Divided into five parts (Introduction to Computer Animation and Technical Background, Motion Capture Techniques, Animating Substances, Alternate Methods, and Animating with MEL for MAYA), each one focusing on specific substances, tools, topics, and languages, this is a MUST-HAVE book for artists interested in proficiency with the top technology available today! Whether you're a programmer developing new animation functionality or an animator trying to get the most out of your current animation software, Computer Animation Complete: will help you work more efficiently and achieve better results. For programmers, this book provides a solid theoretical orientation and extensive practical instruction information you can put to work in any development or customization project. For animators, it provides crystal-clear guidance on determining which of your concepts can be realized using commercially available products, which demand custom programming, and what development strategies are likely to bring you the greatest success. Expert instruction from a variety of pace-setting computer graphics researchers. Provides in-depth coverage of established and emerging animation algorithms. For readers who lack a strong scientific background, introduces the necessary concepts from mathematics, biology, and physics. A variety of individual languages and substances are addressed, but addressed separately - enhancing your grasp of the field as a whole while providing you with the ability to identify and implement solutions by category.

Sadly the days of the traditional studio apprenticeship in animation are long gone but this book enables the reader to find the next best thing, watching and observing a Master Animator at work. Become Tony White's personal animation apprentice, and experience the golden era of the great Disney and Warner Brothers studios right in your own home or studio. Tony White's Animation Master Class is uniquely designed to cover the core principles of animated movement comprehensively. It offers a DVD with animated movies and filmed excerpts of the author at his drawing board to illustrate the concepts as the work is being created. Tony White's Animation Master Class offers secrets and unique approaches only a Master Animator could share. The book comes out of the author's six years of real-world professional experience teaching animation, and 30 years of professional experience. Whether you want to become a qualified animator of 2D, 3D, Flash or any other form of animation, Tony White's foundations bring you closer to that goal. The DVD is invaluable, in that readers are not only taught principles and concepts in the book, they are able to see them demonstrated in action in the movies on the DVD.

Animated Performance shows how a character can seemingly 'come to life' when their movements reflect the emotional or narrative context

of their situation: when they start to 'perform'. The many tips, examples and exercises from a veteran of the animation industry will help readers harness the flexibility of animation to portray a limitless variety of characters and ensure that no two performances are ever alike. More than 300 color illustrations demonstrate how animal and fantasy characters can live and move without losing their non-human qualities and interviews with Disney animators Art Babbitt, Frank Thomas, Ollie Johnston and Ellen Woodbury make this a unique insight into bringing a whole world of characters to life. New to the second edition: A new chapter with introductory exercises to introduce beginner animators to the the world of animated acting; dozens of new assignments and examples focusing on designing and animating fantasy and animal characters.

Packed with examples from classic and contemporary films, The Fundamentals of Animation presents each stage of the animation production process in an engaging visual style, whilst providing an historical and critical context for four core disciplines: drawn/cel; 2D/3D stop-motion; computer generated; and experimental animation. With insightful commentary from leading animators, Wells and Moore also introduce you to the many different career paths open to aspiring animators, from storyboard artist or character designer to VFX artist or writer and director. They also provide you with key tips on producing engaging portfolios and show reels. - Illustrated with over 300 images, including preliminary sketches, frame-by-frame analyses and shots of animators at work. - Now explores the animated documentary genre and the role of visual effects and gaming in contemporary animation. - Features more than 20 interviews with a range of international practitioners including Pete Docter, Director, Monsters, Inc. (2001), Up (2009) and Inside Out (2015). Featured Artists Sarah Cox, ArthurCox Lluis Danti, Media Molecule Pete Docter, Pixar Paul Driessen Eric Fogel Cathal Gaffney, Brown Bag Films Adam Goddard Philip Hunt, STUDIO AKA The Brothers McLeod Bill Plympton Ellen Poon, Industrial Light and Magic Barry Purves Joanna Quinn Chris Randall, Second Home Studios Maureen Selwood Koji Yamamura

Just add talent! Award-winning animator Tony White brings you the ultimate book for digital animation. Here you will find the classic knowledge of many legendary techniques revealed, paired with information relevant to today's capable, state-of-the-art technologies. White leaves nothing out. What contemporary digital animators most need to know can be found between this book's covers - from conceptions to creation and through the many stages of the production pipeline to distribution. This book is intended to serve as your one-stop how-to animation guide. Whether you're new to animation or a very experienced digital animator, here you'll find fundamentals, key classical techniques, and professional advice that will strengthen your work and well-roundedness as an animator. Speaking from experience, White presents time-honored secrets of professional animaton with a warm, masterly, and knowledgeable approach that has evolved from over 30 years as an award-winning animator/director. The book's enclosed CD-Rom presents classic moments from animation's history through White's personal homage to traditional drawn animation, "Endangered Species." Using movie clips and still images from the film, White shares the 'making of' journal of the film, detailing each step, with scene-by-scene descriptions, technique by technique. Look for the repetitive stress disorder guide on the CD-Rom, called, "Mega-hurts." Watch the many movie clips for insights into the versatility that a traditional, pencil-drawn approach to animaton can offer.

Digital AnimationBloomsbury Publishing

Basic Animation Stand Techniques describes the use and importance of the animation stand in making animated films for the screen. The book describes the fundamental operation and construction of the animation stand where the film camera is mounted. The text explains in detail how the animation stand holds the camera, which points vertically straight down on the table containing the artwork. The selection

describes the zoom movement, the light box, and the cell punch. Then the book discusses the three kinds of methods of animation, namely, modification, substitution, and mechanical movement. The book teaches some basic techniques of animation as well as the use of superimposition, image replacement, back projection, aerial image, fades, or mixes. The text explains exposures at different sized fields and camera exposure sheets, the latter containing detailed instructions on how to shoot each single frame. The book also notes the settings that can be achieved on a modern animation stand, including the counters and calibration of gears and wheels. For example, a movement can be as precise as a hundredth of an inch, while a rotation can be made in a tenth of a degree. The book also provides a fairing table, different exposures for different films, and a method to approximate the amount of film stock left in a magazine. The text is valuable for artists, animators, animation technicians, film directors, and others working in the film industry.

Introduce kids to stop-motion animation and animated filmmaking. Animation is everywhere--from movies and TV to apps and video games--and today's tech-savvy kids know all about it. With the accessibility and ease of use of cameras and video-editing software, people of all ages are learning how to make stop-motion animation. In "Animation Lab for Kids," artists, teachers, and authors Laura Bellmont and Emily Brink present exciting, fun, hands-on projects that teach kids a range of animation techniques. From the classic zoetrope, flip book, and cel methods (which don't require any devices or technology) to different methods of shooting, the lessons require no previous experience for either child or adult. Experimenting with a variety of art materials (drawing, clay, and paper cut-outs), young animators will learn to plan a film through writing, storyboarding, and creating sets. The book also features helpful and informative sidebars on the history of the early animation techniques as well as the inspiring work of innovative and influential animators, including Kirsten Lepore, PES, Hailey Morris, and William Kentridge. The authors are co-founders and lead teachers of The Good School, an arts-education school that cultivates and combines traditional art-making skills and the technologies involved in stop-motion animation filmmaking. They teach animation techniques at camps, schools, and events, including the New York International Children's Film Festival.

Improve your character animation with a mastery of traditional principles and processes including weight and balance, timing, walks, birds, fish, snakes, four legged animals, acting and lip-synch. Traditional animation skills and techniques are presented in both 2D and 3D space. The companion CD features demonstration animations and exercises conducted in each of the major animation packages including 3ds Max, LightWave, Maya, and XSI Softimage.

Basics Animation 02: Digital Animation takes a comprehensive look at the history of the medium, its growth and development over the last 50 years. This book features exciting contributions from innovators and pioneers in the medium as well as present day practitioners in the cinema, game, and television industries.

Based on a world-class curriculum and cutting-edge industry practices, Stop Motion Filmmaking offers step-by-step instruction in everything from puppet making and studio set-up to animation and filmmaking. Reflecting exciting advancements in the medium, animator and educator Christopher Walsh focuses closely on digital filmmaking techniques, and offers specific instruction for creating 3D designed and printed puppet components as well as hand-crafted elements. The book is enriched by exclusive online content in the form of detailed tutorials and examples, and by dynamic sidebars and inserts. Further accented by interviews with leading professionals from both the independent and major studio worlds, Stop Motion Filmmaking is designed for dedicated students of the art form, and provides invaluable training for any serious artist who is driven to bring frame-by-frame worlds to life through puppet animation.

The Academy Award-winning artist behind Who Framed Roger Rabbit? draws on his master instruction classes to demonstrate essential

techniques required of animators of any skill level or method, in an updated edition that provides expanded coverage of such topics as animal gaits and live action. Simultaneous.