

Drawn To Life 20 Golden Years Of Disney Master Classes The Walt Stanchfield Lectures Volume 2

Quick Sketching with Ron Husband offers instruction to quick sketching and all its techniques. From observing positive and negative space and learning to recognize simple shapes in complex forms to action analysis and using line of action, this Disney legend teaches you how to sketch using all these components, and how to do it in a matter of seconds. Watch his drawings as he grows from a young, talented artist, to a true Disney animator. Follow him as he goes around the world and sketches flamenco dancers, football players, bakers, joggers, lions, tigers, anyone, and anything. Key Features Get tips on quick sketching from a Disney legend who has animated or supervised some of your favourite recent Disney movies like *The Fox and the Hound*, *The Little Mermaid*, and *Beauty and the Beast*. Features artist's guide and handbook which provides instruction while chronicling the author's growth as an artist. Quickly try out Husband's instructions and tips as you learn them in a sketchbook at the back of the book. This new edition re-emphasizes the four basic shapes and how important it is to recognize them in fast action. Stressing the importance of observation and the vital part this discipline plays in sketching.

From its Magic Kingdom theme parks to its udderless cows, the Walt Disney Company has successfully maintained itself as the brand name of conservative American family values. But the Walt Disney Company has also had a long and complex relationship to the gay and lesbian community that is only now becoming visible. In *Tinker Belles and Evil Queens*, Sean Griffin traces the evolution of this interaction between the company and gay communities, from the 1930s use of Mickey Mouse as a code phrase for gay to the 1990s "Gay Nights" at the Magic Kingdom. Armed with first-person accounts from Disney audiences, Griffin demonstrates how Disney animation, live-action films, television series, theme parks, and merchandise provide varied motifs and characteristics that readily lend themselves to use by gay culture. But Griffin delves further to explore the role of gays and lesbians within the company, through an examination of the background of early studio personnel, an account of sexual activism within the firm, and the story of the company's own concrete efforts to give recognition to gay voices and desires. The first book to address the history of the gay community and Disney, *Tinker Belles and Evil Queens* broadly examines the ambiguous legacy of how modern consumerism and advertising have affected the ways lesbians and gay men have expressed their sexuality. Disney itself is shown as sensitive to gay and lesbian audiences, while exploiting those same audiences as a niche market with strong buying power. Finally, Griffin demonstrates how queer audiences have co-opted Disney products for themselves-and in turn how Disney's corporate strategies have influenced our very definitions of sexuality.

An evocative, gorgeous four-season look at cooking in Maine, with 100 recipes No one can bring small-town America to life better than a native. Erin French grew up in Freedom, Maine (population 719), helping her father at the griddle in his diner. An entirely self-taught cook who used cookbooks to form her culinary education, she now helms her restaurant, *The Lost Kitchen*, in a historic mill in the same town, creating meals that draw locals and visitors from around the world to a dining room that feels like

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an extension of her home kitchen. The food has been called “brilliant in its simplicity and honesty” by Food & Wine, and it is exactly this pure approach that makes Erin’s cooking so appealing—and so easy to embrace at home.

Create amazing animated effects such as fiery blazes, rippling water, and magical transformations. Animation guru Joseph Gilland breaks down the world of special effects animation with clear step-by-step diagrams and explanations on how to create the amazing and compelling images you see on the big screen. 'Elemental Magic' is jam-packed with rich, original illustrations from the author himself which help explain and illuminate the technique, philosophy, and approach behind classical hand drawn animated effects and how to apply these skills to your digital projects.

Henry David Thoreau built a log cabin in the Concord Forest in Massachusetts in 1845. Thoreau lived there for two years to try out an alternative to the hectic and economically successful everyday life. The reason: He wanted to consciously feel life in harmony with nature again. The minimalist lifestyle should create space and time for the essentials. Thoreau kept a diary about his feelings and experiences during his time in the forest. This book arose from his notes. It deals with his everyday problems, with economic and philosophical considerations, with the feeling of loneliness, with the animals of the forest, with the seasons and with the reading of classical works.

The publication of the King James version of the Bible, translated between 1603 and 1611, coincided with an extraordinary flowering of English literature and is universally acknowledged as the greatest influence on English-language literature in history. Now, world-class literary writers introduce the book of the King James Bible in a series of beautifully designed, small-format volumes. The introducers' passionate, provocative, and personal engagements with the spirituality and the language of the text make the Bible come alive as a stunning work of literature and remind us of its overwhelming contemporary relevance.

Golding’s iconic 1954 novel, now with a new foreword by Lois Lowry, remains one of the greatest books ever written for young adults and an unforgettable classic for readers of any age. This edition includes a new Suggestions for Further Reading by Jennifer Buehler. At the dawn of the next world war, a plane crashes on an uncharted island, stranding a group of schoolboys. At first, with no adult supervision, their freedom is something to celebrate. This far from civilization they can do anything they want. Anything. But as order collapses, as strange howls echo in the night, as terror begins its reign, the hope of adventure seems as far removed from reality as the hope of being rescued.

Discover the lessons that helped bring about a new golden age of Disney animation! Published for the first time ever, Drawn to Life is a two volume collection of the legendary lectures from long-time Disney animator Walt Stanchfield. For over twenty years, Walt helped breathe life into the new golden age of animation with these teachings at the Walt Disney Animation Studios and influenced such talented artists as Tim Burton, Brad Bird, Glen Keane, and John Lasseter. These writings represent the quintessential refresher for fine artists and film professionals, and it is a vital tutorial for students who are now poised to be part of another new generation in the art form. Written by Walt Stanchfield (1919-2000), who began work for the Walt Disney Studios in the 1950s. His work can be seen in films like Sleeping Beauty, The Jungle Book, 101 Dalmatians, and Peter Pan. Edited by Academy Award®-nominated producer Don

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Hahn, who has produced such classic Disney films as *Beauty and the Beast* and *The Lion King*.

Some of the most beloved characters in film and television inhabit two-dimensional worlds that spring from the fertile imaginations of talented animators. The movements, characterizations, and settings in the best animated films are as vivid as any live action film, and sometimes seem more alive than life itself. In this case, Hollywood's marketing slogans are fitting; animated stories are frequently magical, leaving memories of happy endings in young and old alike. However, the fantasy lands animators create bear little resemblance to the conditions under which these artists work. Anonymous animators routinely toiled in dark, cramped working environments for long hours and low pay, especially at the emergence of the art form early in the twentieth century. In *Drawing the Line*, veteran animator Tom Sito chronicles the efforts of generations of working men and women artists who have struggled to create a stable standard of living that is as secure as the worlds their characters inhabit. The former president of America's largest animation union, Sito offers a unique insider's account of animators' struggles with legendary studio kingpins such as Jack Warner and Walt Disney, and their more recent battles with Michael Eisner and other Hollywood players. Based on numerous archival documents, personal interviews, and his own experiences, Sito's history of animation unions is both carefully analytical and deeply personal. *Drawing the Line* stands as a vital corrective to this field of Hollywood history and is an important look at the animation industry's past, present, and future. Like most elements of the modern commercial media system, animation is rapidly being changed by the forces of globalization and technological innovation. Yet even as pixels replace pencils and bytes replace paints, the working relationship between employer and employee essentially remains the same. In *Drawing the Line*, Sito challenges the next wave of animators to heed the lessons of their predecessors by organizing and acting collectively to fight against the enormous pressures of the marketplace for their class interests—and for the betterment of their art form.

Drawn to Life: 20 Golden Years of Disney Master Classes Volume 1 Volume 1: The Walt Stanchfield Lectures Taylor & Francis

Action Analysis is one of the fundamental principles of animation that underpins all types of animation: 2d, 3d, computer animation, stop motion, etc. This is a fundamental skill that all animators need to create polished, believable animation. An example of Action Analysis would be Shrek's swagger in the film, *Shrek*. The animators clearly understood (through action analysis) the type of walk achieved by a large and heavy individual (the real) and then applied their observations to the animated character of an ogre (the fantastic). It is action analysis that enabled the animation team to visually translate a real life situation into an ogre's walk, achieving such fantastic results. Key animation skills are demonstrated with in-depth illustrations, photographs and live action footage filmed with high speed cameras. Detailed Case Studies and practical assignments ground action analysis methodology with real life examples. *Action Analysis for Animators* is an essential guide for students, amateurs and professionals. * A title that unites classic principles of Action Analysis with contemporary workflows. Apply the practices of action analysis to any animation process. * Extensive illustrations of people and animals in motion that break down the action of animals and humans in a step-by-step manner. * Tips included throughout the book on how to capture motion

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and analyse action. * Detailed case studies illustrated with line drawings, diagrams, photographs and live action footage, integrate real world examples with practical knowledge. * Website included as a resource for amateur and experience animators, featuring Short Animations and Live Action examples juxtaposed with stills of animals and humans in motion.

NEW YORK TIMES BESTSELLER • A modern American epic set against the panorama of contemporary politics and culture—a hurtling, page-turning mystery that is equal parts *The Great Gatsby* and *The Bonfire of the Vanities* NAMED ONE OF THE BEST BOOKS OF THE YEAR BY NPR • PBS • HARPER'S BAZAAR • ESQUIRE • FINANCIAL TIMES • THE TIMES OF INDIA On the day of Barack Obama's inauguration, an enigmatic billionaire from foreign shores takes up residence in the architectural jewel of "the Gardens," a cloistered community in New York's Greenwich Village. The neighborhood is a bubble within a bubble, and the residents are immediately intrigued by the eccentric newcomer and his family. Along with his improbable name, untraceable accent, and unmistakable whiff of danger, Nero Golden has brought along his three adult sons: agoraphobic, alcoholic Petya, a brilliant recluse with a tortured mind; Apu, the flamboyant artist, sexually and spiritually omnivorous, famous on twenty blocks; and D, at twenty-two the baby of the family, harboring an explosive secret even from himself. There is no mother, no wife; at least not until Vasilisa, a sleek Russian expat, snags the septuagenarian Nero, becoming the queen to his king—a queen in want of an heir. Our guide to the Golden's world is their neighbor René, an ambitious young filmmaker. Researching a movie about the Golden's, he ingratiates himself into their household. Seduced by their mystique, he is inevitably implicated in their quarrels, their infidelities, and, indeed, their crimes. Meanwhile, like a bad joke, a certain comic-book villain embarks upon a crass presidential run that turns New York upside-down. Set against the strange and exuberant backdrop of current American culture and politics, *The Golden House* also marks Salman Rushdie's triumphant and exciting return to realism. The result is a modern epic of love and terrorism, loss and reinvention—a powerful, timely story told with the daring and panache that make Salman Rushdie a force of light in our dark new age. Praise for *The Golden House* "[A] modern masterpiece . . . telling a story full of wonder and leaving you marveling at how it ever came out of the author's head."—Associated Press "Wildly satiric and yet piercingly real . . . If F. Scott Fitzgerald, Homer, Euripides, and Shakespeare collaborated on a contemporary fall-of-an-empire epic set in New York City, the result would be *The Golden House*."—Poets & Writers "A tonic addition to American—no, world!—literature . . . a Greek tragedy with Indian roots and New York coordinates."—San Francisco Chronicle

Learn from the men who changed animation forever Walt Disney's team of core animators, who he affectionately called his "Nine Old Men," were known for creating Disney's most famous works, as well as refining the 12 basic principles of animation. Follow master animator and Disney legend Andreas Deja as he takes you through the minds and works of these notable animators. An apprentice to the Nine Old Men himself, Deja gives special attention to each animator and provides a thoughtful analysis on their techniques that include figure drawing, acting, story structure, and execution. The in-depth analysis of each animator's work will allow you to refine your approach to character animation. Rare sequential drawings from the Disney archives

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also give you unprecedented access and insight into the most creative minds that changed the course of animation. Instruction and analysis on the works of each of the Nine Old Men broaden your creative choices and approaches to character animation. Original drawings, some never-before-seen by the public are explored in depth, giving you behind-the-scenes access into Disney animation history. Gain first-hand insight into the foundation of timeless characters and scenes from some of Disney's most memorable feature and short films.

A tale packed with adventure, *The Book of Life* celebrates the power of friendship and family, and the courage to follow your dreams. To determine whether the heart of humankind is pure and good, two godlike beings engage in an otherworldly wager during Mexico's annual Day of the Dead celebration. They tether two friends, Manolo and Joaquin, into vying for the heart of the beautiful and fiercely independent Maria, with comical and sometimes dangerous consequences. This volume is an inspirational behind-the-scenes look at the making of the animated feature film *The Book of Life*, from visionary producer Guillermo del Toro (*Pan's Labyrinth*) and director Jorge R. Gutierrez (*El Tigre: The Adventures of Manny Rivera*).

The New York Times bestseller. "This book is full of wonders...Loose teeth, chewing gum, it all becomes noble, almost holy, under Knausgaard's patient, admiring gaze. The world feels repainted." —The New York Times From the author of the monumental *My Struggle* series, Karl Ove Knausgaard, one of the masters of contemporary literature and a genius of observation and introspection, comes the first in a new autobiographical quartet based on the four seasons. 28 August. Now, as I write this, you know nothing about anything, about what awaits you, the kind of world you will be born into. And I know nothing about you... I want to show you our world as it is now: the door, the floor, the water tap and the sink, the garden chair close to the wall beneath the kitchen window, the sun, the water, the trees. You will come to see it in your own way, you will experience things for yourself and live a life of your own, so of course it is primarily for my own sake that I am doing this: showing you the world, little one, makes my life worth living. Autumn begins with a letter Karl Ove Knausgaard writes to his unborn daughter, showing her what to expect of the world. He writes one short piece per day, describing the material and natural world with the precision and mesmerising intensity that have become his trademark. He describes with acute sensitivity daily life with his wife and children in rural Sweden, drawing upon memories of his own childhood to give an inimitably tender perspective on the precious and unique bond between parent and child. The sun, wasps, jellyfish, eyes, lice--the stuff of everyday life is the fodder for his art. Nothing is too small or too vast to escape his attention. This beautifully illustrated book is a personal encyclopaedia on everything from chewing gum to the stars. Through close observation of the objects and phenomena around him, Knausgaard shows us how vast, unknowable and wondrous the world is.

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

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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.

Giannalberto Bendazzi brings to light some of the lost relics of animation history with his new book, *Twice the First: Quirino Cristiani and the Animated Feature Film*. Unlike other works, however, Bendazzi focuses on the growth of animation in non-western countries. This book particularly emphasizes the contributions of Quirino Cristiani and how his work influenced other animators. Bendazzi provides in-depth coverage about Cristiani's life, both professionally and personally. *Twice the First* takes the reader on an exciting journey through the historical development of animation through the eyes of Quirino Cristiani.

Willy Wonka's famous chocolate factory is opening at last! But only five lucky children will be allowed inside. And the winners are: Augustus Gloop, an enormously fat boy whose hobby is eating; Veruca Salt, a spoiled-rotten brat whose parents are wrapped around her little finger; Violet Beauregarde, a dim-witted gum-chewer with the fastest jaws around; Mike Teavee, a toy pistol-toting gangster-in-training who is obsessed with television; and Charlie Bucket, Our Hero, a boy who is honest and kind, brave and true, and good and ready for the wildest time of his life! "Rich in humor, acutely observant, Dahl lets his imagination rip in fairyland." --The New York Times

Detailed text and drawings illuminate how to conceive animated characters. This book examines the life and animated art of the late Adam K. Beckett. Beckett is known for his six award-winning animations, made between the years 1972-1975, that were ground-breaking at the time and that continue to influence artists today. He is also recognized for his contributions to the first Star Wars movie, as he was head of the animation and rotoscoping area. Beckett was a shooting star during a critical time of change; an innovative genius as well as a unique and compelling character. His life and work illuminates significant social and cultural changes of that time: the emerging independent animation movement of the 1970s in the United States; the rebirth of the visual effects industry; the intersection of animation with newly developed video imaging and computer graphics; and the intense Cultural Revolution that occurred in the 1960s. Beckett's work in animation and effects was pioneering. His premature death cemented his mythic reputation as a larger than life artist and personality. Key Features: A comprehensive biography of Adam Beckett, based on original research Photographs of and drawings by Beckett that are not yet published or available Critical look at his six primary films that include insight into his techniques and process Insight into the re-emerging visual effects field, through Beckett's work at Robert Abel and Associates and Industrial Light and Magic The emergence of a "golden age" of independent animation in the United States 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.

A captivating memoir about tutoring for Manhattan's elite, revealing how a life of extreme wealth both helps and harms the children of the one percent. Ben orders daily room service while living in a five-star hotel. Olivia collects luxury brand sneakers worn by celebrities. Dakota jets off to Rome when she needs to avoid drama at school. Welcome to the inner circle of New York's richest families, where academia is an obsession, wealth does nothing to soothe status anxiety and parents will try just about anything to gain a competitive edge in the college admissions rat race. When Blythe Grossberg first started as a tutor and learning specialist, she had no idea what awaited her inside the high-end apartments of Fifth Avenue. Children are expected to be as efficient and driven as CEOs, starting their days with 5:00 a.m. squash practice and ending them with late-night tutoring sessions. Meanwhile, their powerful parents will do anything to secure one of the precious few spots at the Ivy Leagues, whatever the cost to them or their kids. Through stories of the children she tutors that are both funny and shocking, Grossberg shows us the privileged world of America's wealthiest families and the systems in place that help them stay on top.

Young Jonathan Joestar's life is forever changed when he meets his new adopted brother, Dio. For some reason, Dio has a smoldering grudge against him and derives pleasure from seeing him suffer. But every man has his limits, as Dio finds out. This is the beginning of a long and hateful relationship! -- VIZ Media

The perfect gift! A specially priced, beautifully designed hardcover edition of *The Joy of the Gospel* with a foreword by Robert Barron and an afterword by James Martin, SJ. "The joy of the gospel fills the hearts and lives of all who encounter Jesus... In this Exhortation I wish to encourage the Christian faithful to embark upon a new chapter of evangelization marked by this joy, while pointing out new paths for the Church's journey in years to come." – Pope Francis

This special edition of Pope Francis's popular message of hope explores themes that are important for believers in the 21st century. Examining the many obstacles to faith and what can be done to overcome those hurdles, he emphasizes the importance of service to God and all his creation. Advocating for "the homeless, the addicted, refugees, indigenous peoples, the elderly who are increasingly isolated and abandoned," the Holy Father shows us how to respond to poverty and current economic challenges that affect us locally and globally. Ultimately, Pope Francis demonstrates how to develop a more personal relationship with Jesus Christ, "to recognize the traces of God's Spirit in events great and small."

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Profound in its insight, yet warm and accessible in its tone, *The Joy of the Gospel* is a call to action to live a life motivated by divine love and, in turn, to experience heaven on earth. Includes a foreword by Robert Barron, author of *Catholicism: A Journey to the Heart of the Faith* and James Martin, SJ, author of *Jesus: A Pilgrimage*

Ultima, a curandera, one who cures with herbs and magic, comes to Antonio Marez's New Mexico family when he is six years old, and she helps him discover himself in the magical secrets of the pagan past.

Discover the lessons that helped bring about a new golden age of Disney animation! Published for the first time ever, *Drawn to Life* is a two volume collection of the legendary lectures from long-time Disney animator Walt Stanchf "Whether you're a professional artist interested in improving your drawing skills, or an aspiring designer fresh out of college looking to add to your portfolio, *The Silver Way* will help you build your confidence and strengthen your work in order to successfully design characters for any project, in any style. Chock-full of fun drawing techniques and easy-to-follow tutorials, *The Silver Way* is the kind of educational art book you'll revisit again and again for guidance, encouragement, and inspiration."--

A Modern History of Japan: From Tokugawa Times to the Present, Second Edition, paints a richly nuanced and strikingly original portrait of the last two centuries of Japanese history. It takes students from the days of the shogunate--the feudal overlordship of the Tokugawa family--through the modernizing revolution launched by midlevel samurai in the late nineteenth century; the adoption of Western hairstyles, clothing, and military organization; and the nation's first experiments with mass democracy after World War I. Author Andrew Gordon offers the finest synthesis to date of Japan's passage through militarism, World War II, the American occupation, and the subsequent economic rollercoaster. The true ingenuity and value of Gordon's approach lies in his close attention to the non-elite layers of society. Here students will see the influence of outside ideas, products, and culture on home life, labor unions, political parties, gender relations, and popular entertainment. The book examines Japan's struggles to define the meaning of its modernization, from villages and urban neighborhoods, to factory floors and middle managers' offices, to the imperial court. Most importantly, it illuminates the interconnectedness of Japanese developments with world history, demonstrating how Japan's historical passage represents a variation of a process experienced by many nations and showing how the Japanese narrative forms one part of the interwoven fabric of modern history. This second edition incorporates increased coverage of both Japan's role within East Asia--particularly with China, Korea, and Manchuria--as well as expanded discussions of cultural and intellectual history. With a sustained focus on setting modern Japan in a comparative and global context, *A Modern History of Japan, Second Edition*, is ideal for undergraduate courses in modern Japanese history, Japanese politics, Japanese society, or Japanese culture.

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Traces the development of Disney animation, explains what made Disney's style unique, and features original sketches and drawings revealing the origins of Mickey Mouse and other Disney characters

In recent years, the world of animation has expanded far beyond the Saturday morning cartoons that generations of Americans grew up watching. Recent years have seen a boom in animation—hit prime-time television series, blockbuster cutting-edge digitally animated features, conventional animation. The expanding market is luring writers who have an eye toward the future and an eagerness to work in a medium where the only limit is the depth on one's imagination. With step-by-step instructions and the insights of a seasoned veteran, award-winning animation writer Jeffrey Scott details the process of developing even the vaguest of ideas into a fully realized animation script. He details every stop on the road from inspiration to presentation, with sections on premises, outlines, treatments, description, and dialogue, and much more.

"Ed Hooks' indispensable acting guidebook for animators returns. Ed uses basic acting theory to explain everything from character movement and facial expressions to interaction and scene construction. Just as acting on film and on stage are very different disciplines, so is the use of acting theory in creating an animated character, scene or story. New to this Routledge edition:- illustrated, scene-by-scene analyses of six films, including Up, Coraline and Kung Fu Panda- an expanded chapter on video game animation- all-new illustrations- a history of acting in 500 words"--

"Drawn to life is a two volume collection of the legendary lectures from long-time Disney animator Walt Stanchfield. For over twenty years, Walt helped breathe life into the new golden age of animation with these teachings at the Walt Disney Animation Studios and influenced such talented artists as Tim Burton, Brad Bird, Glen Keane, and John Lasseter. These writings represent the quintessential refresher for fine artists and film professionals, and it is a vital tutorial for students who are now poised to be part of another new generation in the art form."--Back cover.

A Tale of Two Cities (1859) is a historical novel by Charles Dickens, set in London and Paris before and during the French Revolution. The novel tells the story of the French Doctor Manette, his 18-year-long imprisonment in the Bastille in Paris and his release to live in London with his daughter Lucie, whom he had never met. The story is set against the conditions that led up to the French Revolution and the Reign of Terror.

Quick sketching is the best technique you can use to stay finely tuned and to keep those creative juices flowing. To keep your sense of observation heightened, and to sharpen your hand-eye coordination, an animator needs to constantly draw and sketch. Quick Sketching with Ron Husband offers instruction to quick sketching and all its techniques. From observing positive and negative space and learning to recognize simple shapes in complex forms to action analysis and using line of action, this Disney legend teaches you how to sketch

using all these components, and how to do it in a matter of seconds. On top of instruction and advice, you'll also see Ron's portfolio of select art representing his growth as an artist throughout the years. Watch his drawings as he grows from a young, talented artist, to a true Disney animator. Follow him as he goes around the world and sketches flamenco dancers, football players, bakers, joggers, lions, tigers, anyone, and anything. As if instruction and inspiration in one place weren't enough, you'll find a sketchbook included, so you can flip from Ron's techniques and work on perfecting basic shapes. Or take your book on the road, read Ron's advice, sketch away, capture the world around you. Want to create studio-quality work and get noticed? Just coming off Flash and looking for a Toon Boom intro? Are you a traditional pencil-and-paper animator? From scene setup to the final render, learn how to navigate the Toon Boom interface to create animation that can be published on a variety of platforms and formats. Animate to Harmony guides you through Toon Boom's Animate, Animate Pro and Harmony programs, teaching you how to create high-quality 2D animation of all complexities. The main text focuses on features that are common across all three programs while "Advanced Techniques" boxes throughout the book elaborate on Pro and Harmony features, appealing to all levels of experience with any of the three main Toon Boom products.

The director of Bugs Bunny, Daffy Duck, and Road Runner cartoons discusses his childhood influences, gives advice on how to draw, and reveals how his characters were created

In a wondrous world of riddles and hidden treasure, bumbling Jack Hare is on a race against time to deliver a message of love from the Moon to the Sun. Far, far away in a world just like ours, a mother cheers her son Joe with the tale of Jack Hare's adventure. But when Jack's mission goes topsy-turvy, Joe and his mum must come to the rescue, and the line between the two worlds becomes blurred forever. Bringing to life Kit Williams' iconic picture book, Masquerade stars a talking fish, a tone-deaf barbershop quartet, a gassy pig, a precious jewel and a few mere mortals. It's a magical adventure that is, at its heart, about the love between a parent and a child.

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