

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

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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*).

A kit from the leaders in animation film production includes a brief history of the art and the people that make it possible, step-by-step instructions for creating your own animation, flip books, a zoetrope, colored markers, and more.

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

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Disney animator Walt Stanchf

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.

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

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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.

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*,

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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.

Discourses on Livy is the founding document of modern republicanism, and Harvey C. Mansfield and Nathan Tarcov have provided the definitive English translation of this classic work. Faithful to the original Italian text, properly attentive to Machiavelli's idiom and subtlety of thought, it is eminently readable. With a substantial introduction, extensive explanatory notes, a glossary of key words, and an annotated index, the Discourses reveals Machiavelli's radical vision of a new science of politics, a vision of "new modes and orders" that continue to shape the modern ethos. "[Machiavelli] found in Livy the means to inspire scholars for five centuries. Within the Discourses, often hidden and sometimes unintended by their author, lie the seeds of modern political thought. . . . [Mansfield and Tarcov's] translation is careful and idiomatic."—Peter Stothard, *The Times* "Translated with painstaking accuracy—but also great readability."—*Weekly Standard* "A model of

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contemporary scholarship and a brave effort at Machiavelli translation that allows the great Florentine to speak in his own voice."—Choice
A country house is unhappy when the city, with all its buildings and traffic, grows up around her.

"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."--

The classic work on animation principles, now fully updated for the digital age.

Detailed text and drawings illuminate how to conceive animated 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

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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.

First published in 1943, *The Little Prince* by Antoine de Saint-Exupéry has been translated into more than 250 languages, becoming a global phenomenon.

The Sahara desert is the scenery of *Little Prince's* story. The narrator's plane has crashed there and he has scarcely some food and water to survive.

Trying to comprehend what caused the crash, the *Little Prince* appears. The serious blonde little boy asks to draw him a sheep. The narrator consents to the strange fellow's request. They soon become friends and the *Little Prince* informs the pilot that he is from a small planet, the asteroid 325, talks to him about the baobabs, his planet volcanoes and the mysterious rose that grew on his planet. He also talks to him about their friendship and the lie that evoked his journey to other planets. Often puzzled by the grown-ups' behavior, the little traveler becomes a total and eternal symbol of innocence and love, of responsibility and devotion. Through him we get to see how insightful children are and how grown-ups aren't. Children use their heart to feel what's really important, not the eyes. Heart-

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breaking, funny and thought-provoking, it is an enchanting and endlessly wise fable about the human condition and the power of imagination. A book about both childhood and adulthood, it can be read as a parable, a war story, a classic children's fairy-tale, and many more things besides: The Little Prince is a book for everyone; after all, all grown-ups were children once.

Whether you're writing a novel, painting with watercolors, composing a symphony, or baking peanut butter cookies, creativity plays a crucial role in achieving satisfaction and excellence. But, for many of us, accessing our creative core is difficult, if not impossible. Now, acclaimed film producer Don Hahn offers his own unorthodox, yet highly effective methods for reawakening the creative spirit.

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Volume 1: The Walt Stanchfield Lectures
Taylor & Francis

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.

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

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explain and illuminate the technique, philosophy, and approach behind classical hand drawn animated effects and how to apply these skills to your digital projects.

Bring your artwork to life with the power of the FORCE!

Watch, listen, and follow along as Mike Mattesi demonstrates the fundamental FORCE line and explains dynamic figure drawing techniques through 30 videos that are launched through the book's companion App. Packed with superb, powerfully drawn examples, the updated third edition of FORCE features an all-new section on the "FORCE blob," and dozens of fresh illustrations. Mike Mattesi's 10th anniversary edition of FORCE will teach readers how to put thought and imagination to paper. Whether you are an illustrator, animator, comic book artist, or student, you'll learn to use rhythm, shape, and line to bring out the life in any subject. The 10th Anniversary Edition contains numerous improvements. Around 30 videos are embedded within the book and accessible through the FORCE Drawing App. In the App, click on the image of the camera, point your mobile device's camera at the page with the symbol, and then finally tap the video card image floating above the drawing to launch the video. Then sit back and watch the video that shows me creating that drawing and discussing my process. Many new drawings can be found within this edition and the addition of color now further clarifies the theory of FORCE. Key Features

The unique, dynamic learning system that has helped thousands of artists enhance their figure drawing abilities

Dozens of updated illustrations and all-new content, exclusive to the 3rd edition

Select pages can be scanned by your smartphone or other device to pull up bonus video content, enhancing the learning process

Companion App: Nearly 50 videos are available on the free FORCE Drawing companion app that can be downloaded through Google Play or the Apple App Store

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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.

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 a 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 animaton process. * Extensive illustrations of people and animals in motion that break down the action of animals and humans in a step-by-step manner. *

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Tips included throughout the book on how to capture motion 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.

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. 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.

"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.

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

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historical development of animation through the eyes of Quirino Cristiani.

The Animator's Sketchbook will teach students of animation how to improve their work through observation and drawing. It will show readers how to access their inner "animator." With over 60 different gesture and drawing exercises, this book enhances vision, analysis, understanding, and the core skills required to become a master animator. Filled with extensive practice pages, Tony White's Sketchbook, invites students to demonstrate what they learn. Each exercise is timed, so that the skills acquired, are optimized for efficiency and comprehension. The style and technique of the art produced will be entirely up to the reader, thus making no two sketchbooks alike.

"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"--

Originally published in 1936, in this classic account of the development of abstract art Alfred Barr analyses the many diverse abstract movements which emerged with bewildering rapidity in the early years of the twentieth century, and which had an impact on every major form of

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art. Barr traces the history of nonrepresentational art from its antecedents in late nineteenth-century painting in France – Seurat and Neo-Impressionism, Gauguin and Synthetism, and Cézanne – through abstract tendencies in Dada and Surrealism. He distinguishes two main trends in abstract art: the geometrical, structural current as it developed in Cubism and later in Constructivism and Mondrian, and the intuitional, decorative current running from Matisse and Fauvism through Kandinskij and, later, Surrealism. He shows how individual movements influenced one another, and how many artists experimented with more than one style. Barr also discusses the involvement of a number of abstract movements in architecture and the practical arts – the Bauhaus in Germany, de Stijl in Holland, Purism in France, and Suprematism and Constructivism in Russia. In 1911, famed cartoonist Winsor McCay debuted one of the first animated cartoons, based on his sophisticated newspaper strip “Little Nemo in Slumberland,” itself inspired by Freud’s recent research on dreams. McCay is largely forgotten today, but he unleashed an art form, and the creative energy of artists from Otto Messmer and Max Fleischer to Walt Disney and Warner Bros.’ Chuck Jones. Their origin stories, rivalries, and sheer genius, as Reid Mitenbuler skillfully relates, were as colorful and subversive as their creations—from Felix the Cat to Bugs Bunny to feature films such as *Fantasia*—which became an integral part and reflection of American culture over the next five decades. Pre-television, animated cartoons were aimed squarely at adults; comic preludes to movies, they were often “little hand grenades of social

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and political satire.” Early Betty Boop cartoons included nudity; Popeye stories contained sly references to the injustices of unchecked capitalism. “During its first half-century,” Mitenbuler writes, “animation was an important part of the culture wars about free speech, censorship, the appropriate boundaries of humor, and the influence of art and media on society.” During WWII it also played a significant role in propaganda. The Golden Age of animation ended with the advent of television, when cartoons were sanitized to appeal to children and help advertisers sell sugary breakfast cereals. *Wild Minds* is an ode to our colorful past and to the creative energy that later inspired *The Simpsons*, *South Park*, and *BoJack Horseman*.

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.

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

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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

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.

Some of the most beloved characters in film and

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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

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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.

Impro for Storytellers is the follow-up to Keith Johnstone's classic *Impro*, one of the best-selling books ever published on improvisation. *Impro for Storytellers* aims to take jealous and self-obsessed beginners and teach them to play games with good nature and to fail gracefully.

Based on the Book of Genesis, Dinah shares her perspective on religious practices and sexual politics. 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

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

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. The controversial journalistic analysis of the mentality that fostered the Holocaust, from the author of *The Origins of Totalitarianism* Sparking a flurry of heated debate, Hannah Arendt's authoritative and stunning report on the trial of German Nazi leader Adolf Eichmann first appeared as a series of articles in *The New Yorker* in 1963. This revised edition includes material that came to light after the trial, as well as Arendt's postscript directly addressing the controversy that arose over her account. A major journalistic triumph by an intellectual of singular influence, *Eichmann in Jerusalem* is as shocking as it is informative—an unflinching look at one of the most unsettling (and unsettled) issues of the twentieth century. This 10th Anniversary Edition of *Force: Animal Drawing: Animal Locomotion and Design Concepts for Animators* offers readers an enlarged and an enhanced selection of images that apply FORCE to animals. With larger images, readers can better appreciate and learn how to

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bring their own animal illustrations to life. New drawings and facts about the animals create a more comprehensive edition for your library. Readers will also adapt key industry techniques that will help personify animal animations as well as endowing their creations with human-like expressions and unique animal movement. content can be found at DrawingFORCE.com

Key Features:

- This full-color 10th Anniversary Edition makes FORCE even easier to understand through great diagrams and illustrations
- Color-coded page edges help you find more easily the animal you want to draw
- Learn about key specifications for each mammal such as their weight range, food they eat, and how fast they run
- Video content can be found at DrawingFORCE.com

Mike Mattesi has authored four FORCE books, published in numerous languages and utilized around the world to inspire and educate artists on the concept of FORCE. He has instructed FORCE Drawing for more than twenty-five years and inspired thousands of artists. Simultaneously, he has been contributing his skills as a professional artist on numerous award-winning projects in varied capacities and has collaborated with Pixar, Walt Disney Feature Animation, Walt Disney Consumer Products, Marvel Comics, Hasbro Toys, ABC, Microsoft, Electronic Arts, DreamWorks/PDI, Zynga, the School of Visual Arts, Beijing University, Art Center, Scuola Internazionale di Comics, San Jose State University, the Academy of Art University, Nickelodeon, LeapFrog, and many others. His students occupy all fields of the art industry and have themselves gained prestige for their abilities. Visit Michael at DrawingFORCE.com; connect with him on

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Facebook at DrawingFORCE.com with Mike Mattesi and at Instagram @michaelmattesi; or email him directly at mike@drawingFORCE.com. Learn more about FORCE at: DrawingFORCE.com

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 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

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