

The Animation Book A Complete Guide To Animated Filmmaking From Flip Books To Sound Cartoons

The Animation Book A Complete Guide to Animated Filmmaking--from Flip-books to Sound Cartoons to 3-D Animation Three Rivers Press (CA)

Blender™ 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.

A new edition of the guide to stop-action animation, published to include coverage of new innovations since the creation of Chicken Run, discusses achievements that have taken place since the book's original publication in 1998 and surveys the latest computer technologies. 15,000 first printing.

A comprehensive introductory textbook that covers the world of animation

A guide to the principles and concept of animation includes tutorials, demonstrations and sample animations of 2D, 3D, Flash, claymation, and cut-out animation.

Presents what you need to create stop-motion videos on your mobile phone or digital camera. In this title, you can learn how to make stop-motion videos like a professional. Using tips and tricks from the experts, it reveals 2-D and 3-D techniques with puppets, clay-modelling, morphing and pixilation.

Lights...camera...action! Bring your LEGO minifigures to life with this beginner-friendly guide to stop-motion animation. Ten "Mini Movies" walk you through using your phone, tablet, or computer to make short, funny clips with step-by-step instructions. Set the stage with any of the six included background settings and thirty-six LEGO elements, including a pizza, banana, baseball cap, six minifigure heads, and more! Plus, learn the tricks of the trade as you dive into more advanced skills, such as lighting, sound effects, and camera angles. With these tips and tricks, every movie you make is guaranteed to be a successful smash hit.

Based on a world-class curriculum and cutting-edge industry practices, Stop Motion Filmmaking offers step-by-step instruction in

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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.

This comprehensive history of Japanese animation draws on Japanese primary sources and testimony from industry professionals to explore the production and reception of anime, from its origins in Japanese cartoons of the 1920s and 30s to the international successes of companies such as Studio Ghibli and Nintendo, films such as Spirited Away and video game characters such as Pokémon.

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Animate choose Adobe Animate Classroom in a Book (2020 release) from Adobe Press. The 11 project-based step-by-step lessons in this book show users the key techniques for working in Animate. Adobe Animate provides more expressive tools, powerful controls for animation, and robust support for playback across a wide variety of platforms. Create interactive virtual reality immersive environments with VR 360 and VR Panorama documents. Gain advanced control over character animations with layer parenting and AI-driven lip syncing. Learn to create dynamic strokes with the new fluid brush, and work smarter with the revamped Timeline, Tools palette and Properties inspector. Support for SVG, WebGL, HTML5, animated GIFs, and HD video, and seamless collaboration with other designers and with other Adobe applications through Creative Cloud libraries make Adobe Animate the ideal development environment for creative animation and multimedia. Classroom in a Book is the best-selling series of hands-on software training books designed to help you learn the features of Adobe software quickly and easily. Developed by the training experts at Adobe Systems, these books offer complete, self-paced lessons designed to fit your busy schedule and help you learn the features of Adobe software quickly and easily. The online companion files include all the necessary assets for students to complete the projects featured in each chapter as well as eBook updates when Adobe releases new features for Creative Cloud customers. And all buyers of the book get full access to the Web Edition: a Web-based version of the complete eBook enhanced with video and interactive multiple-choice quizzes.

A deep dive into the planning and making of the hit anime adaption of Overlord reveals delicately crafted settings and the incredible detailed outfits and accessories that breathed life into everyone's favorite cast of not-so-good guys!

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 and political satire.” Early Betty Boop cartoons included nudity; Popeye stories contained sly references to the injustices of unchecked capitalism.

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“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.

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 Lluís 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

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+

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.

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.

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A guide to the theory, aesthetics, and techniques of animation features detailed instructions, projects, and discussion on such topics as basic movement, soundtrack synchronization, projecting equipment, storyboarding, and cartoon materials. A survey of animation, its history, techniques, animators of the past and present, careers, and how to do it yourself.

Learn to create an animated flip book from start to finish! Flipping Out: The Art of Flip Book Animation guides readers through the entire flip book animation process, from brainstorming and storyboarding, to drawing, adding color, and more. Aspiring animators will learn all of the skills to create flip books of their own, including keyframes, in-betweens, animating characters, and binding their animations into a book. Using the enclosed drawing pencil and step-by-step lessons as a guide, readers can then animate and personalize the two blank flip books included inside.

Unity is a feature-rich, fully-integrated development engine that provides out-of-the-box functionality for the creation of interactive 3D content. It is an exciting engine that has a rich and sophisticated animation system called Mecanim. Unity Animation Essentials offers a comprehensive introduction to powerful animation tools and principles in Unity, which can be used to make great games. This book starts by exploring core animation concepts and then dives deeper to demonstrate their practical application in real-time games. This book shares extensive and useful insights to create animations using a professional grade workflow, and to create responses and interactive scenes. Each chapter focuses on a specific range of topics, from timing and events to character animation and particle systems. By the end of the book, you should be able to fully utilize the powers of Mecanim and Unity.

Acting for Animators is the first book about acting theory written specifically for the animator.

The long-awaited complete reference book of Persona 5: the Animation. Persona 5: the Animation is an anime television series produced by CloverWorks, a Japanese animation studio and a rebrand of A1 Pictures, renowned for making popular anime series such as Fairy Tail, The Promised Neverland, and Darling in the Franxx. the Animation is based on an internationally acclaimed role-playing video game Persona 5 which has sold over 2 million copies worldwide and a combined 9 million copies across all series. This is a complete collection of material, giving fans detailed behind-the-scenes look at the developing artworks such as character profiles, props profiles, background designs and visual illustrations (including never-before-seen illustrations). The materials consists not only works from Persona 5: the Animation but also from the special episode Dark Sun..., which was broadcasted in December 2018 and Stars and Ours, which was broadcasted in March 2019. Also includes an exclusive interview with the director Masashi Ishihama. Not only fans of Persona series (both anime and games), animators and illustrators but also people who are interested in knowing what kind of materials are used to make anime and how the processes are developing will be intrigued by this book.

Basic Animation Stand Techniques describes the use and importance of the animation stand in making animated films for

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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.

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.

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.

This book describes how to access the Grease Pencil component in Blender and create 2D Animation within the Blender 3D environment. It is assumed that the reader has no previous knowledge of the Blender program and treats 2D Animation using the Grease Pencil as a standalone application. Grease Pencil is a component of the 3D modeling and animation program, Blender. Blender is a free open-source 3D Computer Graphics software toolset used for creating animated films, visual effects, art, 3D printed models, motion graphics, interactive 3D applications, virtual reality and

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computer games. Key Features: The first comprehensive beginner's guide to the Grease Pencil component of Blender Facets of operation are explained in short concise chapters with cross references Written instruction is accompanied by diagram illustrations in reference to the program's Graphical User Interface The book is also available in a discounted set along with The Complete Guide to Blender Graphics: Computer Modeling & Animation.

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.

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

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with the ability to identify and implement solutions by category.

The second edition of Game Anim expands upon the first edition with an all-new chapter on 2D and Pixel Art Animation, an enhanced mocap chapter covering the latest developments in Motion Matching, and even more interviews with top professionals in the field. Combined with everything in the first edition, this updated edition provides the reader with an even more comprehensive understanding of all areas of video game animation – from small indie projects to the latest AAA blockbusters. Key Features • New 2nd Edition Content: An all-new chapter on 2D and Pixel Art Animation, Motion Matching, and more • 20 Years of Insight: Accumulated knowledge from 2 decades of experience in all areas of game animation. • The 5 Fundamentals: Reinterprets the classic 12 animation principles and sets out 5 new fundamentals for great game animation. • Full Production Cycle: Walks through every stage of a game production from the animator's perspective. • Animator Interviews: Notable game animators offer behind-the-scenes stories, tips, and advice. • Free Animation Rig: Free "AZRI" maya rig, tutorials and other resources on the accompanying website:

www.gameanim.com/book About The Author Jonathan Cooper is an award-winning video game animator who has brought virtual characters to life professionally since 2000, leading teams on large projects such as the Assassin's Creed and Mass Effect series, with a focus on memorable stories and characters and cutting-edge video game animation. He has since focused on interactive cinematics in the latest chapters of the DICE and Annie award-winning series Uncharted and The Last of Us. Jonathan has presented at the Game Developers Conference (GDC) in San Francisco and at other conferences across Canada and the United Kingdom. He holds a Bachelor of Design honors degree in animation. Anybody with a computer, camera, internet connection and a little bit of creativity can create animated films for the masses. The Klutz Book of Animation is a how-to-guide for this newly accessible art form. Real-life samples and free downloadable software are available online.

Drawing heavily from the authors' twenty years of combined experience, Producing Animation offers a clear overview of this exciting industry and a comprehensive guide to the process of developing a project from conception to final delivery. Written from the perspective of a producer, this book offers the foundation of how a project is created in addition to describing the role of the producer at each phase. Answers are provided to many of the most commonly asked questions about animation ranging from how to enter the business to the average cost and schedule for a prime-time animated series. Producing Animation has the first-of-its-kind comprehensive chart of accounts for animation, named the Animation Budget Builder, which can be individually tailored for each project. Visit www.MovieMagicProducer.com for more details. Students, aspiring producers, investors, television and studio executives, artists, film line producers wishing to branch into animation, and legal advisors will find this an invaluable tool. The chapters specifically geared to the pre-production,

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production and postproduction processes offer animation producers a wealth of practical advice. Numerous illustrations outline the different steps of production. Forms the authors have devised to help streamline the process are also included. Observations from a wide range of industry professionals such as; studio heads, creators, directors, producers, writers and members of the production crew, give the reader insight into what it takes to be successful in this business. The authors' personal anecdotes at key process checkpoints relay firsthand experience, illustrating some of the pitfalls a producer must learn to circumvent. Detailed information on preparing a thorough production plan including the budget, schedule, and crew plan can also be found in this book.

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

Over the past 25 years, Pixar's team of artists, writers, and directors have shaped the world of contemporary animation with their feature films and shorts. From classics such as Toy Story and A Bug's Life to recent masterpieces such as Up, Toy Story 3, and Cars 2, this comprehensive collection offers a behind-the-scenes tour of every Pixar film to date. Featuring a foreword by Chief Creative Officer John Lasseter, the complete color scripts for every film published in full for the first time as well as stunning visual development art, The Art of Pixar is a treasure trove of rare artwork and an essential addition to the library of animation fans and Pixar enthusiasts.

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.

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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.

A guide to acting theory for animators, covering such topics as the audience, movement, speech, the camera, and form.

Desktop computer artists will find a wealth of information in this heavily illustrated book. It instructs in the principles, practice, and techniques of successful animation. The author covers all forms of animation, starting with the basics of making sketches in flip books, and concluding with the latest developments in computer-generated imagery. He demonstrates with practical examples that utilize key areas of modern animation: 1/2 cell art, stop-action with clay or plastic models, and 3D computer-generated and web-based animations. This volume's six chapters cover the following topics: The art of story telling and storyboarding . . . How to create stop-action animation . . . Simple cell animation, the technique for simple movie cartoon sequences . . . Full cell animation, as used by Disney, Warner Brothers, and similar studios . . . Web animation for showcasing your skill over the Internet . . . and Computer modeling and animation, including 3D modeling. The book's concluding sections discuss modern hardware and software, with emphasis on affordable beginners' equipment. Also provided is an overview of the animation industry and its applications to movies, TV, and computer games. More than 250 instructive illustrations enhance this fascinating how-to volume.

With the advent of advanced hand-held technology and the widespread nature of the internet, the world of animated filmmaking is more exciting and accessible than ever. Due to this cultural and technological development, the success of independent animated film makers is on the rise. Independent Animation showcases some of the greatest, most innovated giants in the field and helps guide readers through the artistic process and production techniques. Story development, casting, color, distribution, and the intimidating aspects of production are elucidated using various examples from all over the world. Readers will also explore the changing nature of the audiences' relationship with animation, granting firsthand guidance in navigating the diverse fields of animated film-making

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