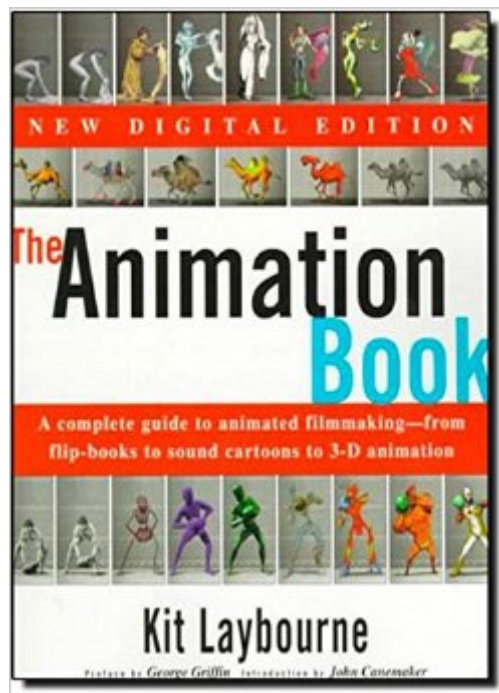# The Animation Book: A Complete Guide To Animated Filmmaking--From Flip-Books To Sound Cartoons To 3- D Animation

Synopsis

The first edition of The Animation Book, published in 1979, became the authoritative guide to making animated movies. Now, as we enter the twenty-first century, the explosion in computer technology has created a corresponding boom in animation. Using desktop hardware and software, animators can easily produce high-quality, high-artistry animation and mix the aesthetics of traditional cel animation with dazzling 3-D effects. Kit Laybourne's digital revision to The Animation Book brings you to the cutting edge of animation technology. Richly illustrated with frame-grabs, production stills, and diagrams, this volume shares Kit's infectious enthusiasm for the limitless possibilities of today's hybrid techniques, and it provides beginning animators with all the information they need to jump in and start their own animation projects. More advanced animators will find The Animation Book to be an invaluable resource with detailed descriptions of filmmaking gear, computer hardware and software, art supplies, plus Internet and other resources.Using an innovative case-study approach, Kit deconstructs how a range of digital projects were carried out at some of today's hottest animation studios, including Wildbrain, Blue Sky, Protozoa, Fantome, Broderbund, Nicktoons, and Klasky Csupo. These step-by-step studies show how desktop animators can follow the same creative process in their own films.

Book Information

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Customer Reviews

This book is a great guide to the starting animator, covering all aspects of animation with some general information of everything. This new digital edition is more comprehensive than the first

edition because it explains how to use the computer as a tool for animation in both the 2D and 3D formats.

This is a great book for both students of animation and anyone out there who just wants to know more about that thing called animation. Laybourne is very easy to read and goes step-by-step through various animation processes in such an accessible way that its almost entertaining.If you have a serious interest or just a passing interest, this is a great book!

The Animation Book is a fairly comprehensive review of traditional animation methods, with a few remarks on digital technology integrated into that workflow. Despite the updated title's mention of 3D, this book is not a valuable reference for 3D animators - or even for 2D digital animators (Flash, for example).Indeed, that is its greatest disappointment. The book is far more of a historical reference than an introduction to contemporary production methods.

I am using this book for background info for an animation unit I teach with my graphics students. It gives you a good overview of many different animation techniques. It answered a lot of my questions. This book is a good start, but you might also want to check out animation by preston blair, and Animation from script to screen by Shamus Culhane. Shamus will make an animator out of you by the end of his book.

I'm familiar with animation in theory. I had experience in using some techniques but never translating any animation into a recorded movie or a digital format movie. This book explained me few things I was asking myself for a very long time. I mostly liked the table included in the book for what is the hardware configuration for a budget you have, as well as a table for best computer programs - today you can produce everything through a computer. If you think you know alot, but something IS STILL missing from your knowledge, grab the book!

This book is exactly what I was looking for! I have always admired cartoons, and now as an adult of 28, I want to explore how I can create animation. This book goes through everything, from using pressure sensitive tablets for the first time, making homemade camera stands, using computer programs, and digital cams. It has lessons for drawing and exploring different medias, traditional and computer.The author really encourages you to explore, and you don't even have to be a great artist! If you are thinking about going into animation, this book is really for you! All the fun without the

commitment and money to go to school.

The aspect of this book that i enjoyed the most was it's breadth. It discussed the basics of a variety of different animation techniques, providing enough detail to try each one. The descriptions of the equipment and techniques involved are also very helpful. I liked the case study format, i found it to be a good way to see the different techniques and the different styles of animation they can create.

good book but obsolete in technology. The book tells you different methods of making animation besides traditional animation. One the materials they used aren't even on the market no more. Still, the contains a lot of education for alternative method for producing animation....

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