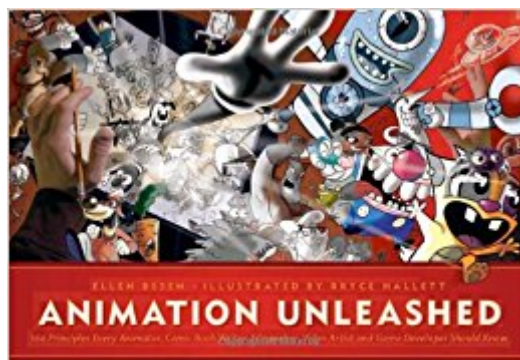The book was found

Animation Unleashed: 100 Principles Every Animator, Comic Book Writer, Filmmaker, Video Artist, And Game Developer Should Know

Synopsis

Make your animation say what you want it to say. Animation's potential as a powerful tool for communication is just beginning to be understood. This book reveals key principles, useful for both professionals and beginners, which will help you harness the full power of this exciting and ever expanding medium.

Book Information

Paperback: 245 pages

Publisher: Michael Wiese Productions; III edition (October 1, 2008)

Language: English

ISBN-10: 1932907491

ISBN-13: 978-1932907490

Product Dimensions: 11 x 0.6 x 7.5 inches

Shipping Weight: 1.4 pounds (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars   30 customer reviews

Best Sellers Rank: #382,088 in Books (See Top 100 in Books)   #233 inÃ Â Books > Arts & Photography > Graphic Design > Animation   #507 inÃ Â Books > Arts & Photography > Other Media > Film & Video   #4622 inÃ Â Books > Arts & Photography > Photography & Video

Customer Reviews

There are plenty of animation books that cover the technical process of animation: keys, inbetweens, etc... but I don't know of one that focuses strictly on the purpose of animation and how best to use it. That's where Animation Unleashed comes i .This book seems geared less toward actually teaching you to animate and more toward simply showing you what animation is best at so that you can make the most of the medium.This book doesn't seem to be aimed at accomplished animators, but more for people in other related disciplines like comics or video games that could really benefit from knowing some of the underlying principles of animation.The book makes reference to a fairly diverse range of films to make its points. Several of the films mentioned are less well-known shorts largely from the National Film Board of Canada. Almost all of them can be easily found on Youtube. Ironically, one of the few I couldn't find was by the author herself.All in all, Animation Unleashed isn't a typical animation book, but if you're looking for a book that lays out the strengths of animation as a medium, this is a good one to have around.

It is a struggle to find well-organized, single-volume sources for animation instruction that are both

succinct (attention spans these days must be accomodated) and practical (not linked to a specific software).When an animation book can accomplish this in 240 pages and still be entertaining, well, it must have come from Ellen Besen. If you're starting out, the basics are all here, and if you're looking for a brush up on techniques, you'll find a lot to like as well. If you can master the contents, you can apply them to traditional animation, to Flash, to Maya, Toonboom, even my DOSsy Autodesk Animator Pro. A fine book.

I did not like this book. Extremely basic, Very disappointed. I returned immediately.

I work with Autodesk Maya (3d program)and this books is great because it easily explains what all the different concepts are. It doesn't go on and on in text it shows you two pictures on whats right and wrong (if there is a situation with comparison. If you want to add more detail to emotions I would so get this book. Also it really helps you expand your creativity.

Although the concepts presented in this book are relevant to many aspects of animation, it's stuff I've read in many books. For the low price, however, it is a good piece to read. The chapters are very short and straightforward!

I have taught animation and video game design in high school for 6 years. This is a great book for educators because it explains the creative process and, techniques, and principles of animation and WHY we do things a certain way. Anyone who is learning animation and who is teaching it will get a lot out of this book. It's definitely worth the space on my bookshelf.

An excellent book. You can't go wrong with this book.

best book about it

Download to continue reading...

Animation Unleashed: 100 Principles Every Animator, Comic Book Writer, Filmmaker, Video Artist, and Game Developer Should Know Blank Comic Book : Large Print 8.5 by 11 Over 100 Pages - 6 Panel Jagged Comic Template - Drawing Your Own Comic Book Journal Notebook (Blank Comic ... kids (Blank Comic Book For Kids) (Volume 5) Blank Comic Book For Kids : Large Print 8.5"x11" 110Pages - 7 Panel Jagged Comic Template - Drawing Your Own Comic Book Journal Notebook (Blank Comic Book) Vol.7: Blank Comic Book (Volume 7) Blank Comic Book For Kids : Create Your

Own Comics With This Comic Book Journal Notebook: Over 100 Pages Large Big 8.5" x 11" Cartoon / Comic Book With Lots of Templates (Blank Comic Books) (Volume 7) Blank Comic Book Make Your Own Comic Book: Create Your Own Comic Strips from Start to Finish (Large Print 8.5"x 11" 120 Pages) (Comic Sketch Book) (Volume 1) Video Game Storytelling: What Every Developer Needs to Know about Narrative Techniques Bendy and the Ink Machine- An Animator's Tale: Book 1: Welcome to Joey Drew Studios! (Bendy and the Ink Machine - An Animator's Tale) Comic Book: Blank Comic Strips: Make Your Own Comics With This Comic Book Drawing Paper - Multi Panels (Blank Comic Books) 100 Things Game of Thrones Fans Should Know & Do Before They Die (100 Things...Fans Should Know) 100+ Blank Comic Book Templates: The Blank Comic Book Panelbook with Over One Hundred Different Cartoon Layouts to Create Your Own Comics and Graphic Novels! (Comic Blank Book) Tradigital 3ds Max: A CG Animator's Guide to Applying the Classical Principles of Animation What Every Student Should Know About Citing Sources with APA Documentation (What Every Student Should Know About...) Blank Comic Notebook : Create Your Own Comics With This Comic Book Drawing Journal: Big Size 8.5" x 11" Large, Over 100 Pages To Create Cartoons / Comics (Blank Comic Books) (Volume 8) 100 Things Washington Fans Should Know & Do Before They Die (100 Things...Fans Should Know) 100 Things Cardinals Fans Should Know & Do Before They Die (100 Things...Fans Should Know) 100 Things Chiefs Fans Should Know & Do Before They Die (100 Things...Fans Should Know) 100 Things Blues Fans Should Know & Do Before They Die (100 Things...Fans Should Know) 100 Things Packers Fans Should Know & Do Before They Die (100 Things...Fans Should Know) 100 Things Steelers Fans Should Know & Do Before They Die (100 Things...Fans Should Know) 100 Things Penguins Fans Should Know & Do Before They Die (100 Things...Fans Should Know)