

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

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Synopsis. The Animation Book reviews the fundamentals of animation, tells where to find equipment and supplies, sh ows how to use all the popular animation techniques and soft ware programmes and tells beginners and more advanced animat ors how to complete projects. '.

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Book Summary: The title of this book is The Animation Book and it was written by Kit Laybourne, John Canemaker (Introduction). This particular edition is in a Paperback format. This books publish date is Unknown and it has a suggested retail price of \$26.99. It was published by Three Rivers Press and has a total of 448 pages in the book.

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This complete animation course shows you how and more, covering everything from the art of storytelling - the secret of all great animation - to cel, stop action and 3D computer-generated animations. Richly illustrated with animation stills, screen-grabs and artworks, this book is a resource for beginner and advanced animators, and should be a source of inspiration for those who commission animated films.

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Description. 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.

*The Animation Book: A Complete Guide to Animated ...*

This book is a bit dated but most of the info in it is timeless. As a former computer animator, I picked this up out of interest without any expectations. I found it an incredible guide to animation, as complete as you could hope in any book. The author covers all aspects of the art and gives a fairly good rundown of each technique.

*Buy The Animation Book: A Complete Guide to Animated ...*

The Complete Kodak Animation Book is a rather dated history and how-to book of film animation. The 1983 technology is of course hopelessly out of date, although it gives a good grounding in the history and standard practices of animation up to then. The book has a late Cold War aesthetic that it clearly thinks encompasses everything.

*The Complete Kodak Animation Book by Charles Solomon*

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