

[Download] The Encyclopedia of Animation Techniques

The Encyclopedia of Animation Techniques

Professor Richard Taylor

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Professor Richard Taylor : The Encyclopedia of Animation Techniques before purchasing it in order to gage whether or not it would be worth my time, and all praised The Encyclopedia of Animation Techniques:

0 of 0 people found the following review helpful. The book is excellent!By SrebrenkaThe book is excellent !6 of 6 people found the following review helpful. Great Overview of Methodology!By Gail WillisThis is a good book for looking over different types of animation methodology. The best section by far in this book is the one on stop motion animation. It showed the step by step building of two stop motion characters using two different types of joints. It included suggested tools you should use in building your character. It also included the pro's and cons of different types of set construction. Also included in this section was how to set up the studio for filming. The type of camera lense you should use. The visual effect different types of lenses would have on your scene. The cool thing about all this detail was that it was not drawn they showed actual full color photographs!2 of 2 people found the following review helpful. Concise and DiverseBy fx2dreamThe book is concise and covers the entire spectrum of animation. It is consistent with others in the Encyclopedia of Art Series. For animation students it is a good introductory book, but you will find yourself needing more information soon.

This is a guide to the techniques of animation, aimed at the amateur, and to people already working in a production studio or those just keen to expand their knowledge. It covers three types of animation - drawn, modelled and computer generated. It gives a comprehensive, behind the scenes view of creating animated film, from treatments,

scripts and storyboarding to filming and marketing. Through a mix of step-by-step photography and artwork commissioned by top animators, and from traditional pen and ink animation to claymation and computer generated, the techniques and advice cover areas such as suitable tools and equipment, characterization, movement, lighting, voices, music and planning layouts and backgrounds. This work includes a gallery of finished works by established animators as an inspiration and to demonstrate how professionals have used techniques to achieve a variety of effects. A supplementary section on preproduction systems, budgeting and how to launch yourself as a professional, aim to provide a guide to setting a career in motion.