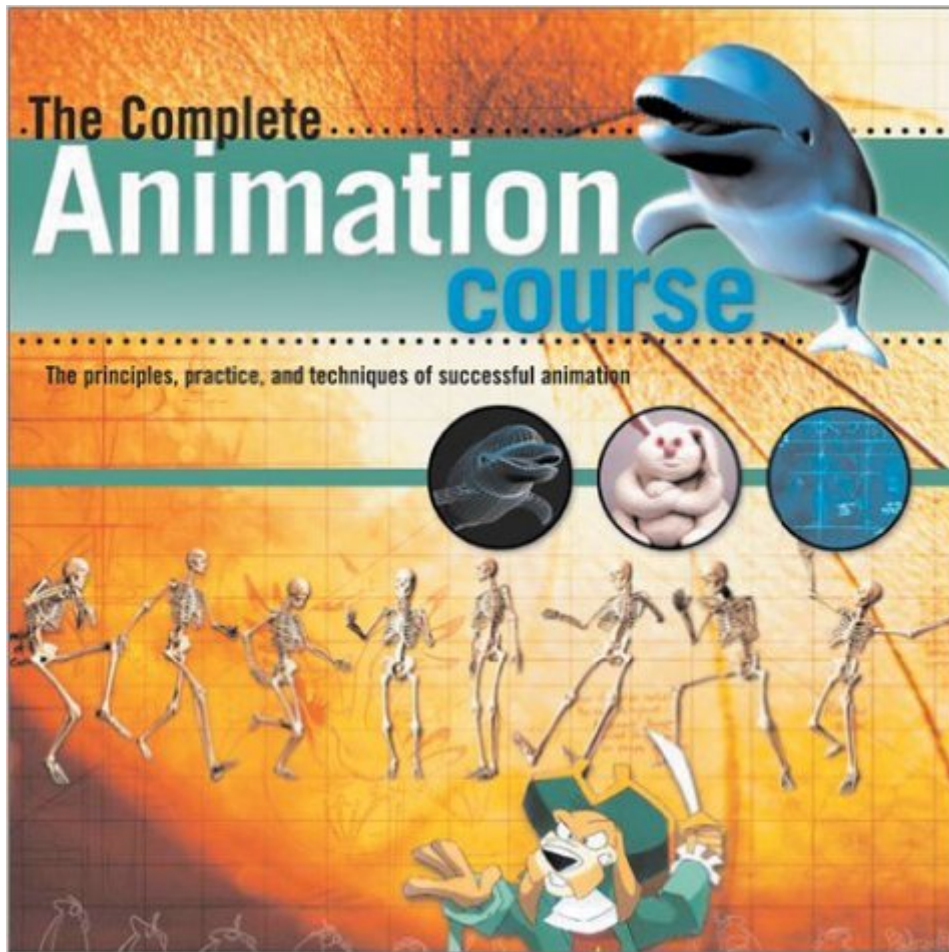# The Complete Animation Course: The Principles, Practice And Techniques Of Successful Animation

Synopsis

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--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.

Book Information

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Customer Reviews

The title of this book is some what misleading as to its scope. It looks like a Preston Blair or Richard Williams calibre teaching book based on the title. It presents itself as a "complete" course on animation technique. It isn't. This is a very good "high level" fly by. It is a survey of some of everything in current animation from classical to computer. A lot of breath and very little depth. It's

Intro to Modern Animation 101. If you are just starting out and you want to get a useful 20,000 feet off of the ground introduction to what's available out there then this is a great overview book. Easy on the eyes and easy to read. But, if you are trying to actually become a successful animator and you want specific technical instruction this is not that kind of book. If you are a complete novice and have little or no idea about modern animation and don't know where to begin, then I recommend this book as a great starting reference.

Chris has created an invaluable resource for anyone interested in creating animation. I have recently created 2 animated shorts and am well into my third. My first effort was created using Toon Boom Studio's 2D software and for the second, I used Macromedia Flash. I then embarked upon an old-fashioned hand drawn animation with plans to scan the art, assemble it and then edit it. How to do it? My How to Draw animation books barely touched upon the tools needed and none of them covered modern technology, especially the all important modern tool, the computer.Lady Luck was smiling the day I discovered Chris Patmore's "The Complete Animation Course". The book is NOT a how to draw animated figures kind of book. However, it is a valuable resource filled with ways to produce an animation. The book is handsomely designed and easy to navigate. If you want to know how to find software to create "Pencil Tests" of your drawings to see how you animated action is unfolding, Chris lists several inexpensive programs (and some very expensive ones, too!) and tells the reader which ones are for Macintosh and which ones are for PC. You want to know about setting up a Rostrum Camera? It's in there. How about simple cutout animation or stop-motion animation (also know as claymation and stop-action)--it's also covered. Chris offers many options for the fledgling animator to choose from.He gives inside animator tips on equipment and procedures. I found myself regularly referring to his book as I moved through the various stages of drawing, shooting pencil tests and scanning the final art.I'm a long time illustrator but I'm new to animation. The Complete Animation Course has helped me immensely.5 Stars & HIGHLY RECOMMENDED!

I got this book thinking it would help with animation principles and some technical aspects, but it gleans over everything so quickly that the whole thing is useless. For example the chapter on Web Animation is about 4 pages long and covers Animated Gifs- Yeah, because what I really wanted to learn was how to make a looping picture of a clown on a ball. It also touches upon Flash, but its only given a 2 page spread and the only info it gives is "Flash is good for web animation!" This book has nice coulor photographs, but the only information it gives is stuff you probably already know like you

need a camera for stop motion and that you should figure out what your cartoon will be about before making it. Oh, and apparently Angelina Anaconda is the end-all be-all of animation.

I don't think one can review this book as anything less than a 5 out of 5. It's very well thought out, beautifully illustrated and I only wish it were available earlier when I still taught introductory college level animation. This will not teach you 'how' to animate -- to learn to animate you have to simply start doing it -- but it will give you a very good idea of what animation is about. If you're looking for a 'how-to' book, Richard Williams' Animator's Survival Kit and Disney's Illusion of Life are the standards.

Not too long - only about 150 pages. And not text-heavy at all. But not an expensive "coffee table" book of pictures either.I wish more books had a format like this. Most topics are covered in one two-page spread (no page turning) with the topic stated clearly in a sort of extended headline that may be two short but complete sentences. There's a sensible order, but it isn't heavy-handed, so you could open the book at random and read independently whatever two-page spread you get and it would make sense by itself. There are sidebars and illustrations galore. Rather than the usual case of all the additional items "decorating" the text, here the "text" is just one more compositional element that doesn't grasp at some kind of "priority".It mentions topics as diverse as the right desk chair and 3D software for the masses. It makes a great introduction to the entire field. You'll wind up actually understanding 2D vs. 3D animation, cel vs. digital, vector vs. raster, and so forth. And there's a lot of emphasis on what creators actually (should) do and on what's reasonably possible.Just a bit dated - I wish there were a newer edition. But not so ridiculously out of date it reads like something in a museum. True, some of the "current" examples are now "out of print" ...but I can deal with that. It looks to me like an overview that was on the cutting edge a decade ago is still an awfully good overview.

The Complete Animation Course: The Principles, Practice and Techniques of Successful Animation Python: Python Programming Course: Learn the Crash Course to Learning the Basics of Python (Python Programming, Python Programming Course, Python Beginners Course) The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3- D Animation Fashion Design Course: Principles, Practice, and Techniques: A Practical Guide for Aspiring Fashion Designers Principles And Practice of Mechanical Ventilation, Third Edition (Tobin, Principles and Practice of Mechanical Ventilation) Principles and Practice of Gynecologic Oncology

(Principles and Practice of Gynecologic Oncology (Hoskins)) ASTNA Patient Transport: Principles and Practice, 4e (Air & Surface Patient Transport: Principles and Practice) DeVita, Hellman, and Rosenberg's Cancer: Principles & Practice of Oncology (Cancer: Principles & Practice (DeVita)(2 Volume Set) Starting a Medical Practice: The Physician's Handbook for Successful Practice Start-Up (Practice Success! Series) How to Create Animation in 10 Easy Lessons: Create 2-D, 3-D, and Digital Animation without a Hollywood Budget (Super Skills) Stop Motion: Craft Skills for Model Animation (Focal Press Visual Effects and Animation) Animation (Walt Disney Animation Studios: The Archive Series) Living Language French, Platinum Edition: A complete beginner through advanced course, including 3 coursebooks, 9 audio CDs, complete online course, apps, and live e-Tutoring Living Language Spanish, Platinum Edition: A complete beginner through advanced course, including 3 coursebooks, 9 audio CDS, complete online course, apps, and live e-Tutoring Living Language German, Platinum Edition: A complete beginner through advanced course, including 3 coursebooks, 9 audio CDs, complete online course, apps, and live e-Tutoring Oil Painting Techniques: Learn How to Master Oil Painting Working Techniques to Create your Own Successful Paintings (Artist's Painting Library) Interior Design Course: Principles, Practices, and Techniques for the Aspiring Designer (Quarto Book) Applique the Basics and Beyond: The Complete Guide to Successful Machine and Hand Techniques with Dozens of Designs to Mix and Match Character Animation Crash Course! Needling Techniques for Acupuncturists: Basic Principles and Techniques [With DVD ROM]