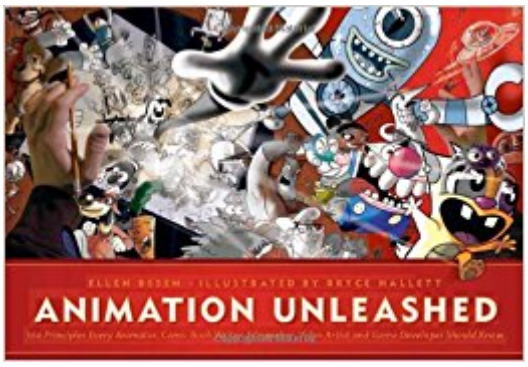
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Animation Unleashed: 100 Principles Every Animator, Comic Book Writer, Filmmaker, Video Artist, And Game Developer Should Know



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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

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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

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