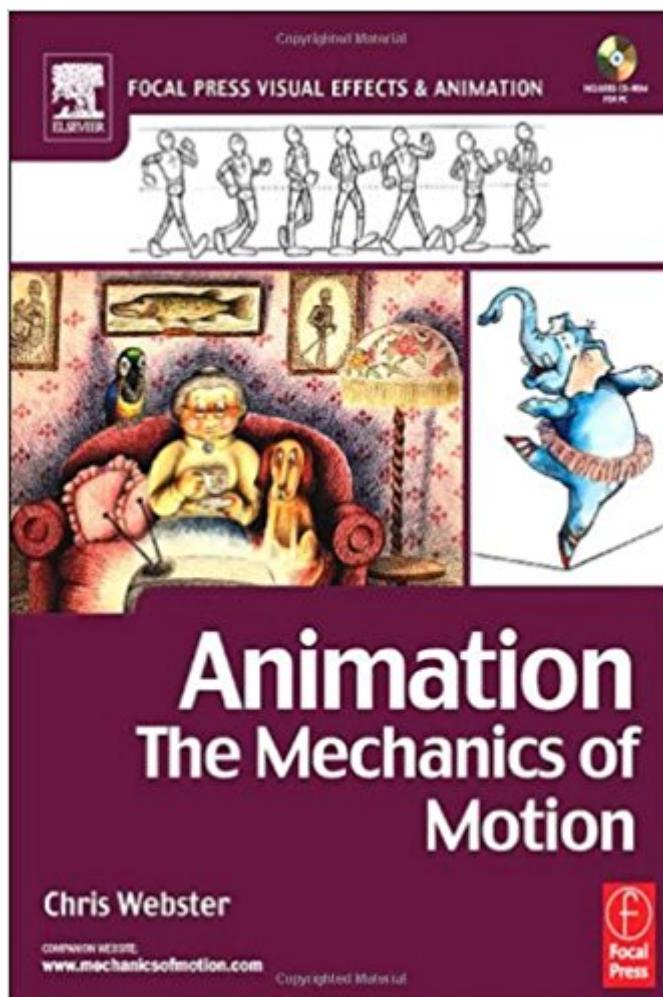


The book was found

Animation: The Mechanics Of Motion



Synopsis

Learn the key skills you need with this practical and inspirational guide to all the fundamental principles of animation. With extended pieces on timing, acting and technical aspects, Chris Webster has created the vital learning tool to help you get the most out of your animation and develop the practical skills needed by both professionals and serious students alike. The free CD-ROM includes more than 30 animations illustrating the techniques described throughout the book as well as examples of a professional Production Schedule, Budget and Production Chart - everything you need to get started! With a Foreword by Peter Lord, Creative Director and Co-Owner of Aardman Animations and an Introduction by Mike Milne, Director of the award-winning animation house Computer Animation, Framestore CFC.

Book Information

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Customer Reviews

"Covering everything from familiar walk cycle techniques to character design, animal motion to sound synchronisation, each section is succinct and easy to follow...A well-researched guide that should be of use to animators of all skills and abilities." - 3D World "The book is written in a very easy and understandable way and never gets too technical." - Animatoon "He makes a complicated subject understandable and he makes it sound fun to do. Webster's book will give you an understanding of how the various parts of animation are done and the book is put together in a way that smoothly leads you from simple to complex." - Libby Reed, review from Animation World Magazine "In a section that is extremely useful and all too rare, the book gives you a list of the things

you will need before you begin." - Libby Reed, review from Animation World Magazine "Animation: the Mechanic of Motion is an impressive textbook that should be a big help to animation students." - Libby Reed, review from Animation World Magazine "Animation: the Mechanics of Motion is a long-awaited comprehensive introduction to the key skills every animator needs..." - Animated News, Oct. 2, 2006

Complete coverage of vital animation techniques, whatever area you work in!

Ideally "Mechanics of Motion" would be a successor to Animator's Survival Kit, building on basic animation principles while going in-depth and breaking down different forms of movement. And while this book covers a lot of ground, it could've gone a lot farther. The animation process has been broken down into so many steps over the years it'd take tons of pages to cover them all. "Mechanics of Motion" feels compelled to mention things like storyboard, layout, character design etc... when it should just focus its pages on movement and leave the other aspects to books like *Prepare to Board! Creating Story and Characters for Animation Features and Shorts* that are dedicated to the subject. Another good but could be better area is the animal motion chapter. This book covers the subject far better than most, (Even Animator's Survival Kit barely covers such a complex subject) but it only focuses on horses and birds. This is where the pages on layouts and bar sheets should've been used. The best part of this book is the first part of the "technical" chapter at the end. It covers exposure sheets (aka X-sheets or dope sheets) and things like holds and staggers, types of animation movement that are more about timing than the drawings. It's mastering movement through both timing & drawing that makes for the best animation. All in all, there's plenty to learn from "Mechanics of Motion" but it still could have done more.

Great for beginners and advanced because Webster focuses on motion and how it works when drawing animation. His sketches are clear and easy to try to draw, as a beginner. Webster's focus on the physics of motion and how it works when drawing is a good prelude to the latter chapters in which he shows the painstaking process of creating an animated film. If a novice begins at the beginning, rather than jumping into digital animation, the foundation will be very strong. The many examples of "squash and stretch" in people, objects, and animals, help understand that the principles apply in so many situations. The disc accompanying the book is helpful as well. A criticism of Focal Press, the publisher: the paper is so heavy and slippery that it is awkward to use. I want to open a double-page spread while I am learning to draw. The pages don't allow me to do this.

This is a good book for drawers. It is a book devoted to people with good drawing skills who want to learn 2D animation, in the "old" style, that is, by drawing with pencil. The book is focused on hand drawing, not directed to computer animation with 2D or 3D tools, although its teaching is applicable for any process. "Animation" is clearly written by an animator to beginners animators. The book is a well organized mini course on animation. The final art is superb, the sketches are very good. The author is also a good teacher. Most of the Principles of Animation are covered, and it has the right tutorials on momentum, acceleration, walking and run cycles. It has a chapter with great directions on production, work organization, scheduling, budgeting, which are aspects sometimes neglected but of importance for a successful work.

Without any formal knowledge about animation, this book opened my eyes to see, that is more involved in animation, that what you can think. Showing me how the laws of motion affect the objects and live forms, the inertia, momentum, and so. Maybe sounds a bit of Physics and complicated stuff like that, but the author is a great teacher showing you how the things work, and using a lot of drawings, the concepts get comprehensive. Finally the book teach you the most important principles of animation, regarding of the medium you are more familiar with, maybe traditional 2D animations, 3D and computer animation, etc. All the teachings that this book provides are applicable.

It's a good book, but I felt its discussion of animation was at a general higher-level discussion-- rather than detailed methods.

My son is in college, majoring in film/animation and asked for this book for Christmas. He said it's really informative and an all-around great book. Very helpful and very relevant to what he's doing. Based on his glowing review, I would definitely recommend this to anyone who is starting out in this field.

Good-ish for the beginning animator. It's also nice to be reminded of the fundamentals in animation every now and again.

I bought the book for my brother. It took a while to arrive and was packed in plastic and put in a box. This was lucky since the mailman left it in the rain and it got soaked but the plastic protected the

book. My brother says it is useful and so I am happy.

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