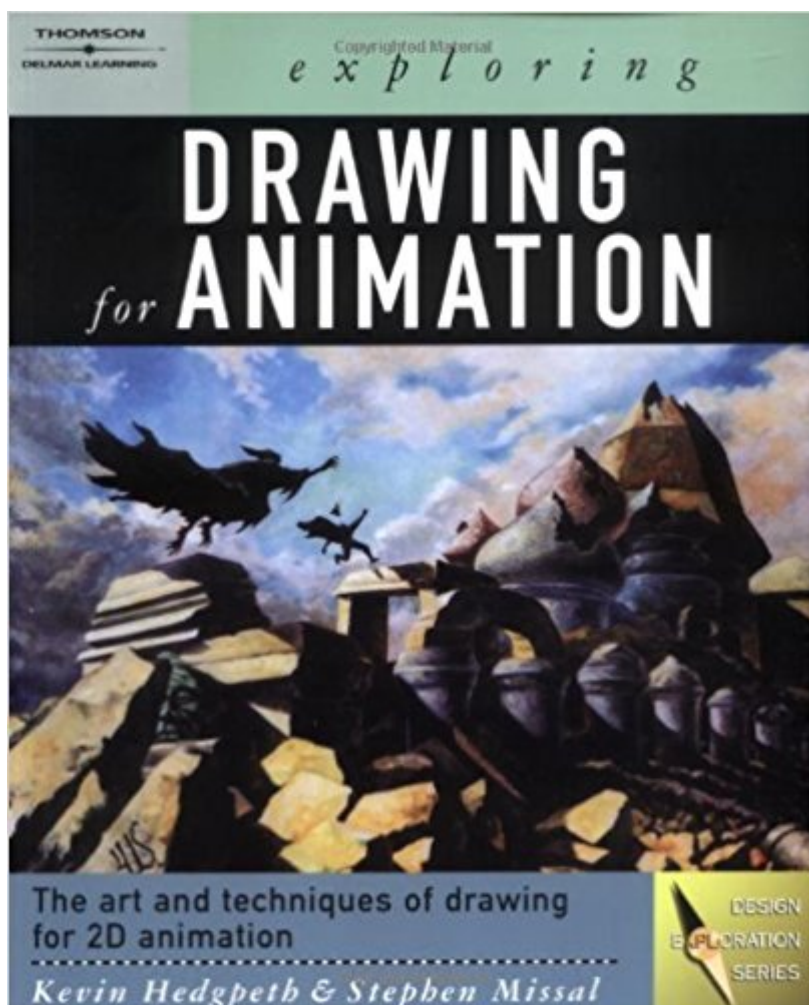**The book was found**

Exploring Drawing For Animation (Design Concepts)

Synopsis

Exploring Drawing for Animation is an innovative introduction to 2D animation and inspirational skill-sharpener for working professionals. The authors creatively link drawing techniques and life drawing -human and animal anatomy, architecture, and scenery- to 2D animation production and outcomes. The instructional format builds animation skills from the ground up, using a technical foundation in drawing as a basis for exploring animation. Overviews span the topics of sequence drawing, character development, motion, proportional techniques, and animation clean-up. Together, these essential skills combine to help readers develop the drawing skills necessary to be a successful animator.

Book Information

Series: Design Concepts

Paperback: 256 pages

Publisher: Course Technology; 1 edition (October 1, 2003)

Language: English

ISBN-10: 1401824196

ISBN-13: 978-1401824198

Product Dimensions: 10 x 8 x 0.5 inches

Shipping Weight: 1.4 pounds (View shipping rates and policies)

Average Customer Review: 3.4 out of 5 stars   9 customer reviews

Best Sellers Rank: #585,242 in Books (See Top 100 in Books)   #124 inÃ Â Books > Textbooks > Humanities > Visual Arts > Drawing   #129 inÃ Â Books > Arts & Photography > Drawing > Cartooning > Anime & Cartoons   #301 inÃ Â Books > Arts & Photography > Graphic Design > Animation

Customer Reviews

Designed to show how drawing, and particularly life drawing, provides the foundation for understanding and creating animation...Highly recommended. -- Library Journal, March 15, 2004

Explore the art and techniques of drawing for 2D animation with this unique book! The popular Design Exploration Series format, along with creative content and amazing illustrations by two talented authors, make this book certain to help develop any artist's animation skills.

This book has very little to do directly with animation.Plenty of the drawing principles explained are

quite valuable to an animator. Rules of proportion, anatomy, perspective, etc... that are the foundation of most any form of drawing, This book is a decent primer in these principles, although there are plenty of other books that cover them better.But if you thought you were going to learn the about drawing in the manner & style of 2D animation, think again. Clean-up style linework is only covered briefly and most of the examples of it aren't that great. Most of the art in this book is too rough to be suitable for animation, which is fine for life drawings, but the rest can be little more than conceptual work, which can come from any style of art, really. There's not enough structure taught to create usable artwork for characters, backgrounds or even layouts for animation.There's definitely things you can learn from this book, but you're better off finding them somewhere else.

I got this book because it was required for a class. It's long and dull to read. The example drawings are too complex for animation.

Great book.

I admit I bought this book sight unseen (something I do a lot, kind of a crap shoot, I know), and while the cover and the few images I had seen were well done, overall the authors of the book, while probably excellent educators, wouldn't be qualified to give advice to industry professionals on every section of production that is addressed within. I myself have taught animation and advanced drawing at the college level, as well as worked on TV/Film animation for many years (as key animator and storyboard artist). While I don't want to trash the book, as it is a nice over view, I do regret purchasing it. THe character designs are barely above what I would expect from my students, and while the life drawings too are nice, I would expect an industry pro to be capable of much better, should they choose to write a book dealing with the subject. Again, a nice overview book, and many students or people simply interested in animation will find it helpful, but if you have a solid background in drawing, animation, design, or are already employed within the field (and obviously possess a degree of skill), spend your money on books that focus more acutely on a smaller aspect of film making (whether animation timing/staging, drawing, or even layout/design).

I have worked as an animator, teacher and fine artist for over 30 years and this is the first art text I have ever seen that discusses how solid drawing skill relates to creating drawings for character designs and 2D animation. Most animation `how-to' books include some drawing instruction but do not address the important bridge between drawing and animation.The authors present an

entertainingly written book in an easy-to-read conversational tone along with illustrations that show the well-honed professional drawing and painting skills of this book's creators. It is obvious to the reader that the authors are seasoned artists and educators.While this book is predominantly for learners of beginning to intermediate levels, anyone with an interest in the interdisciplinary issues within animation and drawing would benefit from picking up this gem of a text. Unfortunately, the title of the book suggests that it covers the technique of 2D animation in-depth, but this is a misnomer. Fortunately, 2D animation is commented on in a more important context: the development of effective observational drawing skills that will produce better animation drawings.

I bought tis book a few years ago. It has some good stuff of how drawing relates to animation. It also sheds more light on to the process than a lot of books. However, after a few years of animation art school, I realized how bad the drawings were. If you want to learn about drawing for animation, check out Glen Vilppu's books. (he worked as a drawing instructor/trainer at some of the bigger studios in L.A.)

I've been drawing for years, and thusly I'm always on the lookout for a drawing book that is truly helpful. After picking up this book, I knew I had found a winner. This book is by far one of the best books of it's type I've ever seen. Finally a book for aspiring animators that isn't filled to the brim with characters that look like stale ripoffs of Don Adams, or rejects from Sergio Aragones' "The Mighty Groo"... and I'm not just harping over this book because the authors are two of my teachers-- they know their stuff, and if you can't be in one of their classes, then you definitely have to pick this up.

I have worked as a Game developer, Educator and 3D Animator for the last 8 years. During that time I have spent many long hours reading animation texts. I can say without a doubt that this book is one that every serious animator should add to their collection. Exploring Drawing for Animation is a useful resource for both beginners and experts, I highly recommend it!

Drawing: Drawing For Beginners - The Complete Guide to Learn the Basics of Pencil Drawing in 30 Minutes (How To Draw, Drawing Books, Sketching, Drawing ... Drawing Girls, Drawing Ideas, Drawing Tool) ANIME Drawing BOX set 5-in-1: Anime Drawing for Beginners, Drawing Anime Faces, Drawing Anime Emotions, Manga Drawing for Beginners, Anime Drawing Practical Guide Exploring Drawing for Animation (Design Concepts) Drawing: Drawing and Sketching,Doodling,Shapes,Patterns,Pictures and Zen Doodle (drawing, zentangle, drawing

patterns, drawing shapes, how to draw, doodle, creativity) Drawing: Drawing for Beginners:The Best Guide to Learn How to Draw, Sketch, and Doodle like a Pro in a Few Minutes (sketching, pencil drawing, how to draw, doodle, drawing, drawing techniques) Drawing: Drawing For Beginners- The Ultimate Guide for Drawing, Sketching,How to Draw Cool Stuff, Pencil Drawing Book (Drawing, Learn How to Draw Cool Stuff) Drawing For Beginners: The Ultimate Crash Course on How to Draw, Pencil Drawing, Sketching, Drawing Ideas & More (With Pictures!) (Drawing On The Right ... Analysis, Drawing For Beginners) Trade Secrets: Rowland B. WilsonÃ¢â¬â„¢s Notes on Design for Cartooning and Animation (Animation Masters Title) Anime Drawing Complete Guide: From Simple Sketching to Professional Drawing (Drawing Anime Faces, Anime Emotions, Anime for Beginners from scratch) (Anime and Manga Drawing Lessons Book 1) Drawing For Beginners to Expert: How to Draw Comics (Drawing, Comics, Sketching, Inking, Doodle Drawing, Drawing Manga, Cartoons) Drawing: The Complete Guide to Drawing, Sketching, Zendoodle & More! (Sketching, Pencil drawing, Drawing patterns) Drawing for Beginners: How to Draw Sea World, Drawing Comics, Drawing Animals, Drawing Cartoons (how to draw comics and cartoon characters Book 11) DISNEY'S ART OF ANIMATION Disney's Art of Animation #1: From Mickey Mouse, To Beauty and the Beast The Complete Animation Course: The Principles, Practice and Techniques of Successful Animation Animation (Walt Disney Animation Studios: The Archive Series) The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3- D Animation Elemental Magic, Volume II: The Technique of Special Effects Animation (Animation Masters Title) Stop Motion: Craft Skills for Model Animation (Focal Press Visual Effects and Animation) Producing Independent 2D Character Animation: Making & Selling A Short Film (Focal Press Visual Effects and Animation) Animated Life: A Lifetime of tips, tricks, techniques and stories from an animation Legend (Animation Masters)