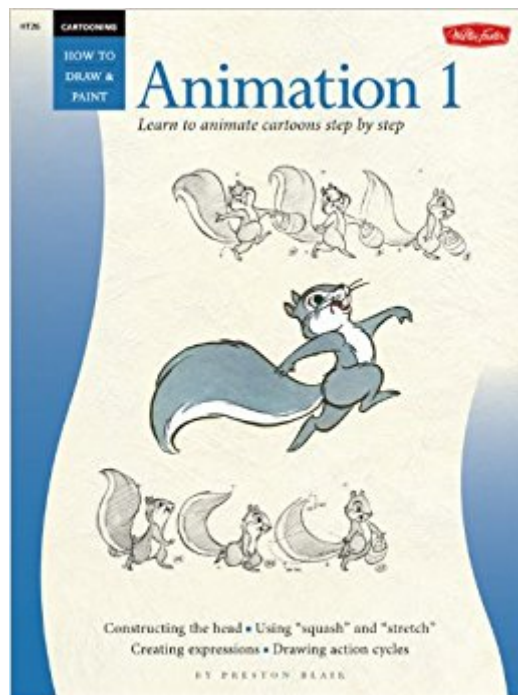The book was found

Animation 1: Learn To Animate Cartoons Step By Step (Cartooning, Book 1)

Synopsis

"Let world-renowned animator Preston Blair introduce you to the magical world of cartooning and animation! Whether youÃƒâ re creating traditional or computer art, you'll find valuable information in this book, which covers the most important aspects of cartooning, such as working out layouts, planning scenes, and synchronizing mouth action. It also provides instruction on drawing a variety of believable animated characters, with tips on using lines of action to create realistic motion. Widely considered one of the best cartooning references available, this book is an essential library addition for every aspiring animator."

Book Information

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Average Customer Review: 4.6 out of 5 stars   59 customer reviews

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Customer Reviews

Dear Art Enthusiast, Today may be your fist time using a Walter Foster art book, or it may be the continuation of a long-term relationship with our products. Either way, this book will delight you. Like all of our art books, this title was written with careful attention to detail. It includes detailed illustrations that will bring you a satisfying learning experience and hours of enjoyment. Walter Foster Publishing knows that artists are eager to learn, sharpen their skills and talents, and experience new artistic horizons. And while you may not be in a position to take private lessons, Walter Foster offers you the next best thing--step-by-step, do-it-yourself art instruction books that are entertaining and affordable. Our books are authored by some of the best artists in America, and you can be sure our quality standards and color presentations are at the highest possible levels. For 80 years, Walter Foster Publishing has been providing instructional art books and products to million

of enthusiastic artists who enjoy the rewards of learning to draw and paint. Most of all, we hope you have fun in the process!

Preston Blair was a native Californian from Redlands. He attended Pomona College, then studied art at the Otis Art Institute and illustration under Pruett Carter at Chouinard Art Institute (now California Institute of the Arts). He exhibited widely as a member of the California Watercolor Society and the American Watercolor Society in New York. Blair was one of the fine artists of animation. With the Disney Studio, he designed and animated the hippos in "The Dance of the Hours" and animated Mickey Mouse in the "Sorcerer's Apprentice" (both in Fantasia), parts of Pinocchio, and the segment in Bambi when the owl tell about love in the "tiwitterpatted" speech. At MGM, Blair directed Barney Bear shorts, and is well known as the animator and designer of Red Hot Riding Hood in the Tex Avery epic shorts. Later, Blair moved to Connecticut and produced television commercials, educational films, and half-hour cartoon episodes (including the Flinstones) for West Coast producers. More recently, he was an inventor of interactive TV systems using animation methods to teach reading or to provide full-figure game action that simulates reality--for example, playing tennis with an animated opponent. Blair died in April 1995 at the age of 85.

Very basic but has very good techniques

Very nice book, what I expected.

Total awesomeness. Want to draw cartoon characters?, this is a great work book and excellent resource. Large and printed really well.

A useful book providing a glimpse at animating cartoon characters and various elements of the Disney and Warner Bros style.Unfortunately, like any book, what it can teach is limited. And in this day and age, there are video tutorials that can best this book. However, it's still nice to have around, as it allows time to analyze images, and can be useful for tracing, in order to get the hang of it.

love this book goes into animation very well and talks about the in-betweens. a lot of valuable info in this book

Animation 1: Learn to Animate Cartoons Step by Step lives up to its title. It's a good introduction to

the concepts and techniques in animation "old school" style. Don't look for techniques in CGI like Maya and Blender or for 2D animation using Photoshop or Toonz or Anime Studio or ToonBoom Animate. This is "nuts and bolts" take out the pencil and paper and draw. Liked the book - relatively inexpensive and the lessons were good and straightforward.

When you want your cartooning to look pro, then use these techniques.

A simple and great little book for animators looking for somewhere to start.

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