The Animation Book: A Complete Guide to Animated Filmmaking, From Flip-books to Sound Cartoons To 3-D Animation

Kit Laybourne
animation book: a complete guide to animated filmmaking
The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to D Animation [Paperback]. The Animation Book has lots of information on stop frame, and traditional animation. It's a good resource if you're starting out or just need some ideas. See more. Cracking Animation: The Aardman Book of 3-D Animation teaches fundamental techniques for creating your own stop motion animated film. This book does not touch upon traditional 3D rendering but it does cover a lot of the technology used in the movie Chicken Run along with the Wallace and Gromit cartoons. This is valuable to animators who want a wider breadth of options for their animation work. In the updated version of this book you'll find expanded interviews with other animators and directors that worked on related 3D animated films. They share tips and tricks for aspiring animators who want