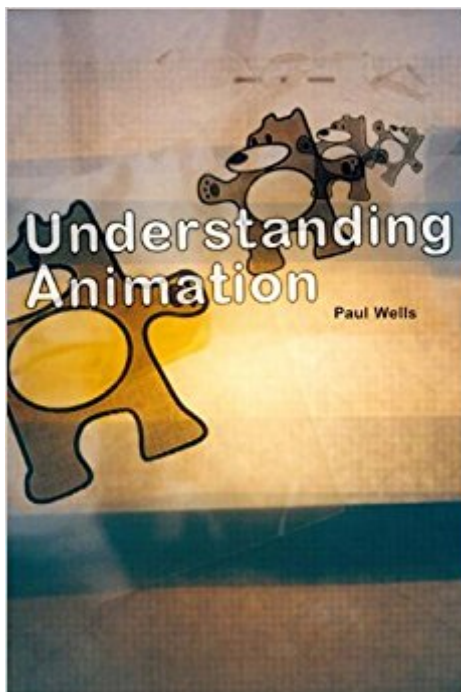The book was found

Understanding Animation

Synopsis

First Published in 1998. Routledge is an imprint of Taylor & Francis, an informa company.

Book Information

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Customer Reviews

i didn't like:*the small letters*the lack of picturesi did like:*the chaptersRecommend it to: Animation Beginners

Yes, few pictures. This is not an animation "how-to" or a coffee table book. Instead, this is an extremely valuable book for those interested in animation theory. I would recommend this text more to academics and scholars interested in animation as a form, than those wanting to learn HOW to animate. Although, I do believe it is extremely important understand the theory behind what we do and the history of how others have done it, I would hate for someone to order this book expecting something more tutorial and technical. Wells examines animation as a popular, yet neglected art form and compares the medium to cinematic models and traces the evolution of animation. The text is part history and part theory. He uses examples from multiple animators and studios to support his

arguments. The work covers everything from technique to issues in representation. I do not agree with everything he writes in this book, and at times I grow skeptical/confused about his self-invented terminology, but he draws interesting insights to animation and relates them to actual animated texts. I highly recommend this to anyone who is researching animation as an art form or is simply interested in animation history and theory.

On (my) page 353 (of 7361) under the sub-heading 'So whats the answer? Visual education?' the text refers to "eel"animation. This is a huge mistake as the text should read "cell" animation. This mistake is repeated on several of the following pages. PLEASE FIX THIS!!

This is essentially a scholar book for students of art science: lots of texts, few pictures, and in black and white. It contains a good discussion on the origin of animation, and it tries to specify its specific characteristics. It contains many and very diverse examples, but, of course, they work best as such, when one is able to see the mentioned films. I think this book really helps the reader 'understanding' animation (at least it helps to develop an analytical view towards animation as an art form), but I don't think it is suited for the average animation fan.

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 Trade Secrets: Rowland B. Wilsonâ ™s Notes on Design for Cartooning and Animation (Animation Masters Title) 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) Animation in the Home Digital Studio: Creation to Distribution (Focal Press Visual Effects and Animation) Understanding Animation Before Ever After: The Lost Lectures of Walt Disney’s Animation Studio (Disney Editions Deluxe) The Illusion of Life: Disney Animation Cartoon Animation (Collector's Series) Ink & Paint: The Women of Walt Disney's Animation (Disney Editions Deluxe) Creating Characters with Personality: For Film, TV, Animation, Video Games, and Graphic Novels Animation 1: Learn to Animate Cartoons Step by Step (Cartooning, Book 1) Designing Creatures and Characters: How to Build an Artist's Portfolio for

Video Games, Film, Animation and More Sketching for Animation: Developing Ideas, Characters and Layouts in Your Sketchbook (Required Reading Range) Simplified Drawing for Planning Animation