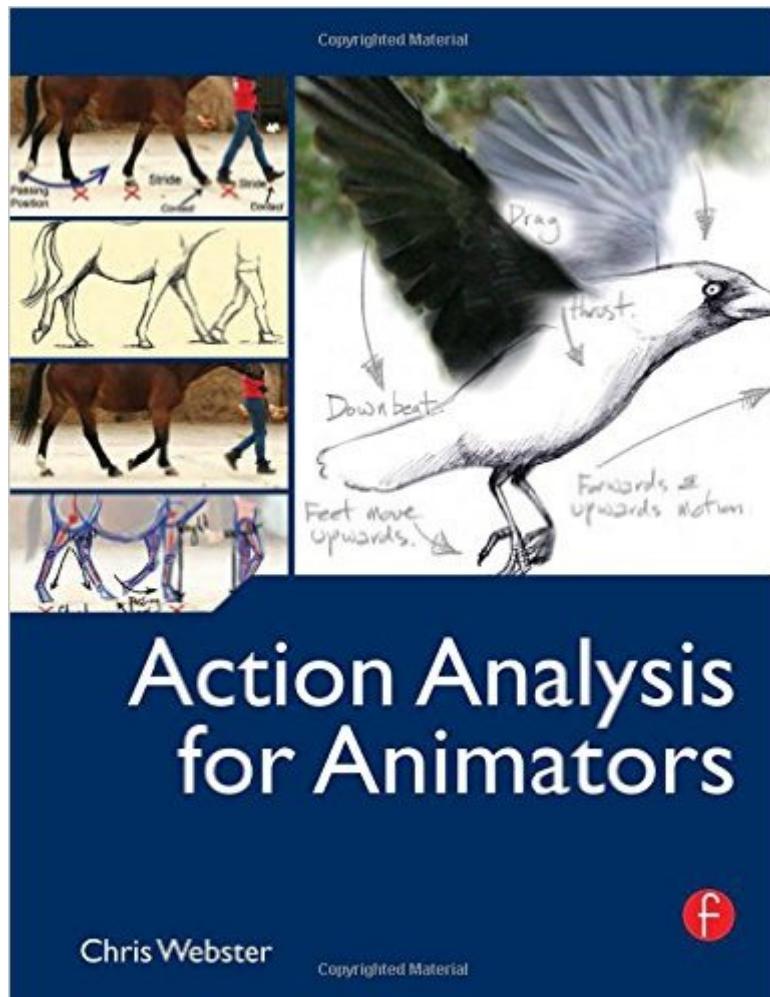


The book was found

Action Analysis For Animators



Synopsis

Action Analysis is one of the fundamental principles of animation that underpins all types of animation: 2d, 3d, computer animation, stop motion, etc. This is a fundamental skill that all animators need to create polished, believable animation. An example of Action Analysis would be Shrek's swagger in the film, Shrek. The animators clearly understood (through action analysis) the type of walk achieved by a large and heavy individual (the real) and then applied their observations to the animated character of an ogre (the fantastic). It is action analysis that enabled the animation team to visually translate a real life situation into an ogre's walk, achieving such fantastic results. Key animation skills are demonstrated with in-depth illustrations, photographs and live action footage filmed with high speed cameras. Detailed Case Studies and practical assignments ground action analysis methodology with real life examples. Action Analysis for Animators is a essential guide for students, amateurs and professionals.

Book Information

Paperback: 424 pages

Publisher: Focal Press; 1 edition (June 5, 2012)

Language: English

ISBN-10: 0240812182

ISBN-13: 978-0240812182

Product Dimensions: 7.3 x 0.9 x 9.6 inches

Shipping Weight: 3 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars See all reviews (19 customer reviews)

Best Sellers Rank: #943,802 in Books (See Top 100 in Books) #173 in Books > Arts & Photography > Drawing > Cartooning > Anime & Cartoons #387 in Books > Arts & Photography > Other Media > Digital #420 in Books > Computers & Technology > Digital Audio, Video & Photography > Video Production

Customer Reviews

This book seems more like art animation action drawing then for computer animation. I saw very few references to computer animation of any kind, involving software animation techniques in this book. What I did see, is hundreds of photos, and rough drawings, of humans and animals in action sequences of some kind. Some were walking, running, jumping, or expressing a facial pose that represented an emotion. All of this might serve, to give the author a reference point, to create creatures or humans in some degree of natural movement. The book has some very logical

divisions, it starts with a study of motion, then a section on the science and dynamics of movement. From there, it jumps into a large section on animals in motion, then figures (basically humans) in motion, then action in performance (acting), then an analysis of actions, and finally research. For the artist, I can see this as reference for those elements of action, in figures or animals, that might not be their best practiced skills. Some people like to draw backgrounds or still life's, others draw people well, still others, animals, still others, action sequences. All these may be required, for animation sequences used in computer generated, animated film or videogames. While this book does not do a lot to address the end product, it does do something nice, for getting the look and action sequences created, to play right. That is, to look natural, the way people, or animals, actually do move and interact. Aside from those observations, the book itself is constructed with high quality glossy, low acid paper, and a high quality paper cardstock cover and binding. This type of book may even outlast many hard-bound books with this quality.

[Download to continue reading...](#)

How to Draw Action Figures: Book 2: More than 70 Sketches of Action Figures and Action Poses (Drawing Action Figures, Draw Action Figures Book, How Draw Action Poses, Draw Comic Figures) Action Analysis for Animators Action Anatomy: For Gamers, Animators, and Digital Artists The Nine Old Men: Lessons, Techniques, and Inspiration from Disney's Great Animators The Animator's Survival Kit, Expanded Edition: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators The Animator's Survival Kit: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators Force: Dynamic Life Drawing for Animators (Force Drawing Series) Physics for Animators Analytics: Data Science, Data Analysis and Predictive Analytics for Business (Algorithms, Business Intelligence, Statistical Analysis, Decision Analysis, Business Analytics, Data Mining, Big Data) The Action Bible Collector's Edition: God's Redemptive Story (Action Bible Series) BMX Freestyle (Torque Books: Action Sports) (Torque: Action Sports) Tennis in Action (Sports in Action) Lacrosse in Action (Sports in Action (Paperback)) Lacrosse in Action (Sports in Action) Badminton in Action (Sports in Action (Paperback)) The Action Bible Devotional: 52 Weeks of God-Inspired Adventure (Action Bible Series) Price Action Breakdown: Exclusive Price Action Trading Approach to Financial Markets A Kids' Guide to Protecting & Caring for Animals: How to Take Action! (How to Take Action! Series) The Kid's Guide to Social Action: How to Solve the Social Problems You Choose-And Turn Creative Thinking into Positive Action Technology In Action Introductory (13th Edition) (Evans, Martin & Poatsy, Technology in Action Series)

[Dmca](#)