

Cartoon Animation Preston Blair

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Cartoon Animation with Preston Blair, Revised Edition!

Learn Techniques for Drawing and Animating Cartoon Characters *Walter Foster*

Learn from a master animator how to bring your cartoons to life through movement with Cartoon Animation with Preston Blair.

Cartoon Animation *Walter Foster Publishing*

In Cartoon Animation, acclaimed cartoon animator Preston Blair shares his vast practical knowledge to explain and demonstrate the many techniques of cartoon animation. By following his lessons, you can make any character—person, animal, or object—come to life through animated movement! Animation is the process of drawing and photographing a character in successive positions to create lifelike movement. Animators bring life to their drawings, making the viewer believe that the drawings actually think and have feelings. Cartoon Animation was written by an animator to help you learn how to animate. The pioneers of the art of animation learned many lessons, most through trial and error, and it is this body of knowledge that has established the fundamentals of animation. This book will teach you these fundamentals. Animators must first know how to draw; good drawing is the cornerstone of their success. The animation process, however, involves much more than just good drawing. This book teaches all the other knowledge and skills animators must have. In chapter one, Preston Blair shows how to construct original cartoon characters, developing a character's shape, personality, features, and mannerisms. The second chapter explains how to create movements such as running, walking, dancing, posing, skipping, strutting, and more. Chapter three discusses the finer points of animating a character, including creating key character poses and in-betweens. Chapter four is all about dialogue, how to create realistic mouth and body movements, and facial expressions while the character is speaking. There are helpful diagrams in this chapter that show mouth positions, along with a thorough explanation of how sounds are made using the throat, tongue, teeth, and lips. Finally, the fifth chapter has clear explanations of a variety of technical topics, including tinting and spacing patterns, background layout drawings, the cartoon storyboard, and the synchronization of camera, background, characters, sound, and music. Full of expert advice from Preston Blair, as well as helpful drawings and diagrams, Cartoon Animation is a book no animation enthusiast should be without.

Cartooning: Animation 1 with Preston Blair

Learn to animate step by step *Walter Foster Publishing*

Learn the basics of cartoon animation from acclaimed cartoon animator Preston Blair! Join acclaimed cartoon animator Preston Blair as he explains and demonstrates the magic of cartoon animation. Learn to develop a cartoon character's shape, personality, features, and mannerisms; how to create movements, such as walking, running, skipping, and sneaking; and tips on using lines of action and

creating realistic motion. From cartooning basics to more advanced animation techniques, Animation 1 is a welcome introduction for artists ready to bring their drawings to life. Designed for beginners, the How to Draw & Paint series offers an easy-to-follow guide that introduces artists to basic tools and materials and includes simple step-by-step lessons for a variety of projects suitable for the aspiring artist. Animation 1 allows artists to widen the scope of their abilities, demonstrating how to animate a character, from character development to movement and dialogue.

Advanced animation *Рипол Классик*

Advanced animation - Learn How to draw animated cartoons.

How to Animate Film Cartoons *Walter Foster Pub*

The Cartooning titles in the How to Draw and Paint Series are packed with fundamental cartooning and animation techniques, along with practical information and helpful tips to get beginners started quickly and easily. Each book covers a variety of cartooning styles and teaches readers how to render residents of the cartoon world with simple step-by-step instructions.

Cartoon Animation with Preston Blair, Revised Edition!

Learn techniques for drawing and animating cartoon characters *Walter Foster Publishing*

Learn from a master animator how to bring your cartoons to life through movement with Cartoon Animation with Preston Blair.

Timing for Animation *Taylor & Francis*

The classic work on animation principles, now fully updated for the digital age.

The Know-How of Cartooning *Courier Dover Publications*

This classic guide by a master animator and cartoonist — and long time Disney artist — is now available for the first time since its original publication in 1946. Author Ken Hultgren instructs by example in a guide that's suitable for beginners and advanced students alike. The comprehensive range of instruction covers features and expressions, animals, foreshortening, perspective, lettering, caricature, animation, and various other aspects of cartooning. All subjects include step-by-step guides, several examples, and helpful hints and suggestions. Blank pages allow lots of room for drawing practice. Professional and amateur animators, cartoonists, caricaturists, and artists dealing with characterization will find this timeless manual an excellent and instructive companion.

Character Animation Crash Course!

Detailed text and drawings illuminate how to conceive animated characters.

How to Draw Animation

Provides instructions on drawing and instilling movement in animal and human animated characters, including children, individualizing characters, and revealing emotion, and offers an interview with

one of the directors of "The Lion King" and advice on becoming a professional animator

The Art of Toy Story 4 *Chronicle Books*

With a story that's spanned more than 20 years, the adventures of Woody, Buzz Lightyear, and the gang have captured the hearts of millions. The Art of Toy Story 4 invites readers to explore the next installment of Pixar's beloved franchise through never-before-seen concept art, character studies, process animation, storyboards, colorscripts, and more. Featuring exclusive interviews with the production team on the making of the film and insights into their creative vision, The Art of Toy Story 4 reveals the vivid imagination that brought this story to life. Copyright ©2019 Disney Enterprises, Inc. and Pixar. All rights reserved.

How to Draw 2

Learn to Draw Step by Step *Walter Foster Pub*

Helps you learn to draw step by step as it explores more advanced techniques, such as composition and perspective.

The Animator's Survival Kit

A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators *Macmillan*

The Academy Award-winning artist behind Who Framed Roger Rabbit? draws on his master instruction classes to demonstrate essential techniques required of animators of any skill level or method, in an updated edition that provides expanded coverage of such topics as animal gaits and live action. Simultaneous.

Foundation Flash Cartoon Animation *Apress*

One of Flash's most common uses is still animation for cartoons, games, advertising etc, and this book takes a fresh look at the topic, breaking it down pre-production, production, and post production, and looking at each section in detail. It moves on to cover topics such as storyboarding, character libraries and camera mechanics like no book on Flash has done before. It's been written by members of the Emmy award winning ANIMAX team, who have created work for clients such as Disney, AOL, Fox, WWE, ESPN, and Sesame workshop.

Cartoon 360

Secrets to Drawing Cartoon People *IMPACT*

There's more to great cartooning than drawing a funny face. You need to match that head to a body, give your character expression and attitude, and move him this way and that to tell your story, all while keeping his look consistent from frame to frame. Cartoon 360 covers every angle of drawing fantastic cartoon people, from coming up with fresh ideas for an endless assortment of faces, to

bringing your work to a polished, professional finish with inking and coloring. Harry Hamernik's three-dimensional drawing method helps you design fun cartoon characters from head to toe AND draw them again and again, from any angle and in any pose you want. Easy-to-follow demonstrations show the start-to-finish evolution of a variety of character types and poses. Every page is loaded with fun examples and expert secrets, like the amazing power of feature spacing and head height measurements. A power-packed, must-have guide for anyone who wants to draw cartoons, this book contains enough skills and insights to go around—for characters that pop off the page.

Designing with Pixar

45 Activities to Create Your Own Characters, Worlds, and Stories *Chronicle Books*

Creativity abounds in this one-of-a-kind activity book from Pixar Animation Studios. Inspired by behind-the-scenes work of Pixar's animators, it encourages fans and artists to explore their own imaginations through Pixar's favorite characters and iconic scenes. Prompts from films such as Toy Story, Cars, Brave, Inside Out, and more invite discoveries about color, shape, character design, and scene setting—and how all of these interact to tell a visual story. This is a dynamic and inventive activity book like no other!

Timing for Animation *Taylor & Francis*

"Learn all the tips and tricks of the trade from the professionals. Highly illustrated throughout, points made in the text are demonstrated with the help of numerous superb drawn examples."--

Animation

Learn how to Draw Animated Cartoons

The Nine Old Men: Lessons, Techniques, and Inspiration from Disney's Great Animators *CRC Press*

Learn from the men who changed animation forever Walt Disney's team of core animators, who he affectionately called his "Nine Old Men," were known for creating Disney's most famous works, as well as refining the 12 basic principles of animation. Follow master animator and Disney legend Andreas Deja as he takes you through the minds and works of these notable animators. An apprentice to the Nine Old Men himself, Deja gives special attention to each animator and provides a thoughtful analysis on their techniques that include figure drawing, acting, story structure, and execution. The in-depth analysis of each animator's work will allow you to refine your approach to character animation. Rare sequential drawings from the Disney archives also give you unprecedented access and insight into the most creative minds that changed the course of animation. Instruction and analysis on the works of each of the Nine Old Men broaden your creative choices and approaches to character animation Original drawings, some never-before-seen by the public are explored in depth, giving you behind-the-scenes access into Disney animation history

Gain first-hand insight into the foundation of timeless characters and scenes from some of Disney's most memorable feature and short films

The Art of Comic Book Drawing

More than 100 drawing and illustration techniques for rendering comic book characters and storyboards *Walter Foster Publishing*

Wham! Pow! Bam! Kaboom! Learn everything you need to make your own comic books, superheroes, and story lines with The Art of Comic Book Drawing. Featuring step-by-step tutorials, helpful tips, and dozens of drawing and illustration techniques, aspiring cartoonists, graphic illustrators, and comic book artists will discover all of the basics, from creating characters to mastering features and expressions to bringing it all together with unique and interesting story lines. Veteran comic book artists teach you to draw basic cartoon characters, superheroes, villains, and more using simple, step-by-step drawing lessons. Once you get the hang of illustrating your favorite characters, you'll learn to draw action scenes, set up panels, add speech bubbles, and even learn the basics of cartoon and comic book word treatments. With approachable exercises and projects to guide you, The Art of Comic Book Drawing allows beginning artists to create their own comic books, step by step. This helpful guide also includes practice pages to put your newfound skills to immediate use.

Filmmaking For Dummies *John Wiley & Sons*

Everything you ever wanted to know about making a movie but were afraid to ask... Lights, camera, action! We all have at least one movie in us, and the amazing and affordable advances in digital technology makes it increasingly easy to make your dream a reality and share it with the world. Filmmaking for Dummies is your definitive guide to bringing a project to life, from the comedy antics of loveable pets to the deepest, most meaningful independent film. Bryan Michael Stoller is your friend and guide, sharing his knowledge gained over 100 productions (directing and working with Dan Aykroyd, James Earl-Jones, Barbra Streisand and Drew Barrymore, among others) to show you how to take your movie from the planning and storyboarding stage, through shooting and editing, to making it available to your adoring audiences through television broadcast, streaming online or in movie theaters. For the do-it-yourselfer, the book includes tips on how to finance your project, a look at the latest software and apps, including advancements in digital technology, and for the passionate director, advice on how to hire and work with your cast and crew and find great scenic locations. Whether you want to become a professional filmmaker or just create great YouTube videos or nostalgic home movies, shooting with your smartphone or with consumer or pro-gear, this practical guide has it all. Learn how to compose your shots and when to move the camera Make the perfect pitch to sell your story Take advantage of helpful contacts and tons of new resources Get up-to-date on the latest and greatest digital technology Find the right distributor, or learn how you can be your own distributor! So, you really have no excuses to make your masterpiece. Get rolling with a copy of Filmmaking for Dummies today and start shooting for the stars!

Tex Avery

The MGM Years, 1942-1955 *World Publications*

Cartooning: Animation 1 with Preston Blair

Learn to animate cartoons step by step *Walter Foster Publishing*

"Let world-renowned animator Preston Blair introduce you to the magical world of cartooning and animation! Whether you'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."

Cartoon Cool

How to Draw New Retro-style Characters *Watson-Guption Publications*

One of the world's leading cartoon artists shows readers how to capture the retro look of Sponge Bob, Dexter, and other popular comics, revealing how to recapture the 1950s in cartoons. All ages.

The Animation Book

A Complete Guide to Animated Filmmaking--from Flip-books to Sound Cartoons to 3-D Animation *Three Rivers Press (CA)*

A guide to the theory, aesthetics, and techniques of animation features detailed instructions, projects, and discussions on such topics as basic movement, and digital ink and paint.

Sketching for Animation

Developing Ideas, Characters and Layouts in Your Sketchbook *Bloomsbury Publishing*

Drawing and sketching are central to the art of animation and can be crucial tools in designing and developing original stories, characters and layouts. Sketching for Animation offers a wealth of examples, exercises and tips from an army of professional animators to help you develop essential sketching, technical drawing and ideation techniques. With interviews and in-depth case studies from some of today's leading animators, including Bill Plympton, Glen Keane, Tori Davis and John Canemaker, this is a unique guide to turning your sketchbook - the world's cheapest, most portable pre-visualisation tool - into your own personal animation armory.

The Congressional Globe

Animated Performance

Bringing Imaginary Animal, Human and Fantasy Characters to Life *Bloomsbury Publishing*

Animated Performance shows how a character can seemingly 'come to life' when their movements reflect the emotional or narrative context of their situation: when they start to 'perform'. The many tips, examples and exercises from a veteran of the animation industry will help readers harness the flexibility of animation to portray a limitless variety of characters and ensure that no two performances are ever alike. More than 300 color illustrations demonstrate how animal and fantasy characters can live and move without losing their non-human qualities and interviews with Disney animators Art Babbitt, Frank Thomas, Ollie Johnston and Ellen Woodbury make this a unique insight into bringing a whole world of characters to life. New to the second edition: A new chapter with introductory exercises to introduce beginner animators to the world of animated acting; dozens of new assignments and examples focusing on designing and animating fantasy and animal characters.

Blender For Dummies *John Wiley & Sons*

The exciting new book on the exciting new Blender 2.5! If you want to design 3D animation, here's your chance to jump in with both feet, free software, and a friendly guide at your side! Blender For Dummies, 2nd Edition is the perfect introduction to the popular, open-source, Blender 3D animation software, specifically the revolutionary new Blender 2.5. Find out what all the buzz is about with this easy-access guide. Even if you're just beginning, you'll learn all the Blender 2.5 ropes, get the latest tips, and soon start creating 3D animation that dazzles. Walks you through what you need to know to start creating eye-catching 3D animations with Blender 2.5, the latest update to the top open-source 3D animation program Shows you how to get the very most out of Blender 2.5's new multi-window unblocking interface, new event system, and other exciting new features Covers how to create 3D objects with meshes, curves, surfaces, and 3D text; add color, texture, shades, reflections and transparency; set your objects in motion with animations and rigging; render your objects and animations; and create scenes with lighting and cameras If you want to start creating your own 3D animations with Blender, Blender For Dummies, 2nd Edition is where you need to start!

The Queens of Animation

The Untold Story of the Women Who Transformed the World of Disney and Made Cinematic History *Little, Brown*

From the bestselling author of Rise of the Rocket Girls, the untold, "richly detailed" story of the women of Walt Disney Studios, who shaped the iconic films that have enthralled generations (Margot Lee Shetterly, New York Times bestselling author of Hidden Figures). From Snow White to Moana, from Pinocchio to Frozen, the animated films of Walt Disney Studios have moved and entertained millions. But few fans know that behind these groundbreaking features was an incredibly influential group of women who fought for respect in an often ruthless male-dominated industry and who have slipped under the radar for decades. In The Queens of Animation, bestselling

author Nathalia Holt tells their dramatic stories for the first time, showing how these women infiltrated the boys' club of Disney's story and animation departments and used early technologies to create the rich artwork and unforgettable narratives that have become part of the American canon. As the influence of Walt Disney Studios grew -- and while battling sexism, domestic abuse, and workplace intimidation -- these women also fought to transform the way female characters are depicted to young audiences. With gripping storytelling, and based on extensive interviews and exclusive access to archival and personal documents, *The Queens of Animation* reveals the vital contributions these women made to Disney's Golden Age and their continued impact on animated filmmaking, culminating in the record-shattering *Frozen*, Disney's first female-directed full-length feature film. A Best Book of 2019: Library Journal, Christian Science Monitor, and Financial Times

Modern Cartooning

Essential Techniques for Drawing Today's Popular Cartoons *Watson-Guptill*

Aimed at beginner artists interested in cartooning and at the countless fans of cartoons, animation, and comics. Not only are cartoons a form of entertainment, but they're an incredibly popular style of drawing! With a fresh and easy-to-follow approach to cartooning, Christopher Hart shows readers basic tips for creating a cast of the most hilarious, outrageous characters inspired by today's cartoons. Chock-full of tips, hints, and step-by-step illustrations, *Modern Cartooning* gives artists of all ages the tools they need to let their imaginations run wild.

How to Draw with a Ballpoint Pen

Sketching Instruction, Creativity Starters, and Fantastic Things to Draw *Quarry Books*

How to Draw with a Ballpoint Pen is a beginner's guide for new and aspiring artists! Learn to create art with only a ballpoint pen and your imagination. Draw your day, design something fabulous, create a clever sketchbook, practice cartooning - the options are endless. This beginner's guide helps artists and aspiring artists of all levels learn art techniques using only a ballpoint pen and their imaginations. You'll soon be mastering shading, perspective, patchwork, spirals, ornaments, animals, portraits, logos, pictograms, fantasy, abstraction, and much more. Step-by-step pictures, instructions, and inspiration will show you all that you can accomplish with this versatile drawing tool. You can even draw on various materials and objects, but the book includes 16 blank pages to instantly get you started.

The Art of Drawing Manga & Comic Book Characters

Discover Techniques for Drawing & Digitally Illustrating Manga & Graphic-novel Characters *Walter Foster*

Provides step-by-step instructions for drawing and digitally illustrating twenty-one manga and comic book character projects, and includes additional advice, tips, and tricks for developing and rendering manga and comic book characters.

Portfolio: Beginning Pen & Ink

Tips and techniques for learning to draw in pen and ink *Walter Foster Publishing*

Portfolio: Beginning Pen & Ink will teach you everything you need to know about the fundamentals of drawing with pen and ink. From the beloved and best-selling *Portfolio* art series by Walter Foster Publishing comes *Portfolio: Beginning Pen & Ink*, a book that invites you to explore this classic art medium in new and refreshing ways. This comprehensive guide is packed with valuable resources for artists of all skill levels, starting with the basics and ending with intricate, original step-by-step projects that are sure to impress—and inspire. *Portfolio: Beginning Pen & Ink* introduces drawing basics, including stippling, hatching, and crosshatching; how to master the fundamentals of mark-making and line work; and helpful exercises for contour drawing, gesture drawing, perspective, and more. Chapters on value, tone, mood, light and shadow, and texture follow, ensuring that artists gain the drawing knowledge they need before working on the step-by-step projects featured in the book. Artists can even learn to add color to their black-and-white art using watercolor for a fresh, modern take on an age-old art form. Whether you're a new artist looking to try a celebrated art technique, a pen-and-ink enthusiast, a mixed-media master, or a graphite-pencil fan looking to branch out to new mediums, *Portfolio: Beginning Pen & Ink* will teach you everything you need to know. The *Portfolio* series covers essential art techniques, core concepts, and media with an approach and format that's perfect for aspiring, beginning, and intermediate artists. Also available from the series: *Beginning Acrylic*, *Beginning Drawing*, *Beginning Watercolor*, *Beginning Pastel*, *Beginning Colored Pencil*, *Beginning Color Mixing*, *Expressive Painting*, *Beginning Color Mixing*, and *Beginning Composition*.

Cartooning

Discover the Secrets of Character Design *Walter Foster Pub*

In this complete kit, acclaimed Disney animator Preston Blair shares his vast practical knowledge of cartoon animation, explaining and demonstrating how to create an original character--from basic body shape to personality, features, and even mannerisms. With easy-to-understand instructions, insider's tips, and inspiring drawings, this is a kit no cartooning enthusiast should be without!

Folk Art Fusion: Americana

Learn to draw and paint charming American folk art with a colorful, modern twist *Walter Foster Publishing*

Fans of Charles Wysocki, Mary Engelbreit, Grandma Moses, and folk art in general will fall in love with *Folk Art Fusion: Americana*. Featuring projects that instruct artists of all skill levels how to draw and paint subjects that include quaint homes, pretty patterns, colorful gardens, picturesque farms, beautiful birds, and textured florals, this book features American-themed folk art infused with a modern twist. Beginning with an overview of what folk art is, followed by introductory topics like color, tools and materials, and drawing and painting techniques, *Folk Art Fusion: Americana* also

includes 16 simple step-by-step projects done in approachable and popular mediums. Rounding out the book is a gallery of folk-art pieces sure to inspire lovers of all things Americana. Simultaneously fresh and nostalgic, *Folk Art Fusion: Americana* draws on America's rich artistic tradition and heritage and provides a fun, accessible take on creating beloved scenes from the heartland.

Drawing: Dogs & Puppies

Learn to draw step by step *Walter Foster Publishing*

Learn to draw a variety of dogs and puppies in graphite pencil from basic shapes. *Drawing: Dogs & Puppies* teaches artists everything they need to know to achieve realistic pet portraits in graphite pencil. From choosing the right drawing paper and tools to understanding how to blend and shade, *Drawing: Dogs & Puppies* features valuable information for learning to draw in graphite pencil. Aspiring artists will learn about composition, value, and contrast, as well as how to render various fur textures; expressive eyes; and realistic noses, ears, and mouths. The book opens with an introduction to the basic drawing tools and materials, including pencils, erasers, supports, and blending tools. With simple step-by-step projects that start with basic shapes and progress to detailed, realistic final drawings, readers will learn to draw a variety of interesting canines, including a Labrador puppy, a Great Dane, a Pug, a Beagle, a West Highland White Terrier, Dachshunds, a Border Collie puppy, and more. Expert instruction from artist Cynthia Knox, a breadth of subject matter, helpful tips, and inspirational artwork make *Drawing: Dogs & Puppies* the perfect addition to any dog-loving artist's library. Designed for beginners, the *How to Draw & Paint* series offers an easy-to-follow guide that introduces artists to basic tools and materials and includes simple step-by-step lessons for a variety of projects suitable for the aspiring artist. *Drawing: Dogs & Puppies* allows artists to develop their drawing skills, demonstrating how to start with basic shapes and use pencil and shading techniques to create varied textures, values, and details for a realistic, completed drawing.

Creating Characters with Personality *Watson-Guptill*

From Snow White to Shrek, from Fred Flintstone to SpongeBob SquarePants, the design of a character conveys personality before a single word of dialogue is spoken. *Designing Characters with Personality* shows artists how to create a distinctive character, then place that character in context within a script, establish hierarchy, and maximize the impact of pose and expression. Practical exercises help readers put everything together to make their new characters sparkle. Lessons from the author, who designed the dragon Mushu (voiced by Eddie Murphy) in Disney's *Mulan*—plus big-name experts in film, TV, video games, and graphic novels—make a complex subject accessible to every artist.

301 Things to Draw

Creative Prompts to Inspire Art *Chartwell*

Conquer that blank page staring back at you! *301 Things to Draw* is a guided sketchbook designed to get you drawing right away, so you spend less time pondering and more time unlocking your creativity. Whether you're a doodler, a budding artist, or a pro who is creatively blocked, let the 301 diverse prompts—from everyday objects to original concepts—help you get those creative juices flowing. And with so many prompts, you can turn your drawing into a daily practice that may even become a lifelong habit. Try your hand at drawing: Maze Horns or Antlers Self Portrait Koi Pond Skyscraper Basket of Berries Train Tracks With lots of space to draw, this journal has a minimal design that will allow your artwork to shine and the prompt text to recede into the background, making for an artist's keepsake. The layflat format facilitates your focus on your drawing. So, are you ready to open your mind, start drawing, and feel accomplished? This is just the beginning of something big! With so much of our lives and contact going digital, the *Creative Keepsakes* journals offer an intimate way to nurture your connection with yourself and the people around you. An entertaining way to get off your screen, these guided and free-form journals are great for writers and artists alike. Each journal offers content around a different theme, including silly prompts for a laugh, random yet thoughtful questions, inspiration for art and composition, interactive prompts to learn about your heritage, and blank interiors on high-quality paper stock to use as your creative canvas. Beautifully designed and full of mindful prompts, channel your inspiration as you put pen (or pencil, or marker, or crayon!) to paper to learn more about yourself, your talents, and the people you love. Also in this Series: *3,001 Questions All About Me*, *301 Writing Ideas*, *Create Comics: A Sketchbook*, *Inner Me*, *Internet Password Book*, *My Father's Life*, *My Grandmother's Life*, *My Life Story*, *My Mother's Life*, *3,001 This or That Questions*, *My Grandfather's Life*, *Create the Poem*, *Complete the Drawing Journal*, *Mom and Me Journal*, *Why I Love You Journal*, *Create the Story*, and *Destroy & Design*

Cartoon Character Animation with Maya

Mastering the Art of Exaggerated Animation *Bloomsbury Publishing*

Have you ever wanted to try your hand at cartoony computer animation? Then look no further... *Cartoon Character Animation with Maya* will help you create just that, guiding you through every step of the process including how to incorporate multiple limbs, smears, motion lines and staggers seamlessly into your animation. From planning to posing to polish, you'll learn how to make the most of breakdowns, take the terror out of tangent types and overcome the oft-feared graph editor. Each chapter includes insight and advice from world-leading character animators, and the companion website, www.bloomsbury.com/Osborn-Cartoon-Animation, includes a short animation featuring the star of the book, Mr. Buttons. There's also a specially created rig of Mr. Buttons for you to animate with, as well as walk-through videos demonstrating key techniques. Everything you need to help you animate your own cartoony creations! Includes interviews with: Ken Duncan, *Beauty and the Beast*, Aladdin, 9; Jason Figliozzi, *Wreck it Ralph*, *Frozen*, *Big Hero 6*; T. Dan Hofstedt, *Pocahontas*, *Mulan*, *Planes*; Ricardo Jost, *The Nut Job*, *The Snow Queen 2*; Pepe Sánchez, *Pocoyo*, *Jelly Jamm*; Matt Williames, *Looney Tunes: Back in Action*, *The Princess and the Frog*