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The Animation Book

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techniques, and it provides beginning animators with all the information they need to jump in and start their own animation projects.

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The animation book: a complete guide to animated filmmaking--from flip-books to sound cartoons to 3-D animation. 1998, Three Rivers Press. in English - New digital ed., 1st rev. pbk. ed. aaaa.

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Acting for Animators 4. ...

Top 10 Animation Books for Aspiring Animators

Originally released in 1994, *Cartoon Animation* (also known as “ *The Preston Blair Book* ”), has been an amazing reference source for creating cartoon-style animation. With this book you ’ ll learn how to develop a cartoon character, create dynamic movement, and animate dialogue with action.

3 Animation Books Every Animator Should Own | Bloop Animation

Best Animation Books – Number 6: *Cartoon Animation* by Preston Blair
Preston Blair ’ s *Cartoon Animation* focuses on five key areas, character movement, character development, animation, dialogue, and camera sound. Preston Blair is responsible for Mickey in the *Sorcerer ’ s Apprentice*.

10 Best Animation Books for Artists, Students, & Fans

The Animation Book is the perfect starter kit for anyone interested in entering the animation business or learning about the art of animation." --Terry Thoren, CEO/President, Klasky Csupo Inc. "I love the new edition of Kit Laybourne's *The Animation Book* .

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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.

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