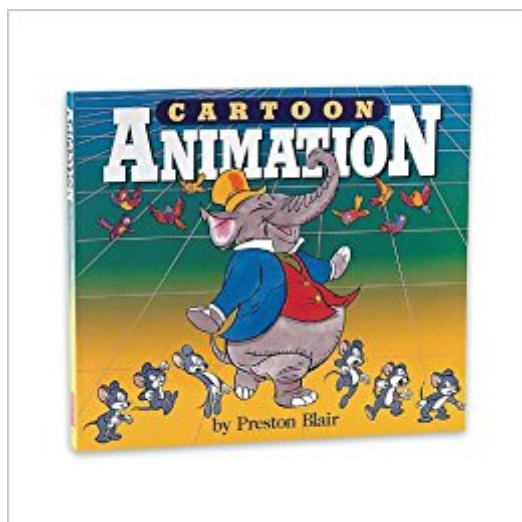The book was found

Cartoon Animation (Collector's Series)

Synopsis

"This is the one sourcebook that cartooning and animation enthusiasts have been clamoring about for years! A time-tested classic, this tried-and-true reference is often used as a textbook in cartooning workshops, and beginning and professional cartoonists alike are known to have copies of Cartoon Animation in their libraries. In this comprehensive title, famed animator Preston Blair shares his expertise on how to develop a cartoon character, create dynamic movement, and coordinate dialogue with action. Topics include character development, line of action, dialogue, timing, and, of course, animation! This valuable resource provides all the inspiration and information you need to begin drawing your own animated characters."

Book Information

Series: Collector's Series

Paperback: 224 pages

Publisher: Walter Foster Publishing; 1 edition (1994)

Language: English

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Product Dimensions: 10.2 x 0.6 x 9.1 inches

Shipping Weight: 1.9 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars   117 customer reviews

Best Sellers Rank: #26,209 in Books (See Top 100 in Books)   #6 in Books > Arts & Photography > Drawing > Cartooning > Anime & Cartoons   #16 in Books > Humor & Entertainment > Movies > Genre Films   #23 in Books > Arts & Photography > Other Media > Film & Video

Customer Reviews

The Collector’s Series books offer a selection of popular projects form best-selling titles in the How to Draw and Paint series. The Collectors Series books cover fundamentals and explore the techniques of featured artists. Each title provides in-depth instruction and numerous illustrations. All are perfect for the coffee table or reference library.

I will just start by saying that I love this book! I have a professional background in live action filmmaking, but I've always had an interest in animation as well. This book is fantastic for learning the intricacies of the process. It even has some how-to drawings inside. Preston Blair is one of the original Disney animators, working on projects such as Bambi, Pinocchio, and Fantastia. So, it

makes sense that he would be very knowledgeable on the subject, but this book proves that he is also a great teacher. The layout is very simple, yet effective. With this book, anyone can learn the ins and outs of traditional cartoon animation. A must have for animators and highly-recommended for anyone interested in learning more about the process.

In the 1980s, when I was a Pratt student in Brooklin, I was experimenting with a super 8 camera. (Who remembers super 8 now, right?!) But with that I was able to try out the information on movement from veteran animater, Preston Blair! I love the old Disney classics, Pinnochio, Fantasia, etc. as well as the warner Brother cartoons and MGM cartoons and Blair contributed to Golden age of cartoons in the 40s and 50s! His drawings from Fantasia(the dancing hippo) and "Red" the sexy girl from "Red hot riding hood" are so inspiring to any wanna be animater! No one book can have everything you need to be a great animater and it takes a fasination with how people and animals move as well as dedication to finishing the work to improve but Blairs drawings are clear with simple direct communication! I have the original How to animate cartoons vol 1 and 2 and I have worn out the covers so it's great to have this later edition that combines the 2 books with new illustrations from this master animater! Pages 80 to 87 include drawings of a wicked witch, cute kids and a pretty heroine that are not in the earlier volumes. The witch drawings have strong "wicked" attitude with evil poses and hand gestures that say "witch!" while the heroine drawings have that pretty Dorothy damsel quality from the Wizard of Oz! I also think of Wendy from Disney's Peter Pan. Blair made what he did look easy when it certainly wasn't but the pages make the art of animation accessable and understandable and fun to draw! Pages 184 and 185 show his drawings of the Honeymooners and the character and attitude of Ralph Kramden and Ed Norton are clearly there! And we all know that the Flintstones are Hanna and Barbera's stone age version of that classic series. The pages that show run , walk, gallop, sneak cycles etc are drawn so they can be easily adapted to any character you can imagine and draw! I'm so glad to have this mint condition book to go with my earlier Blair vol1 & 2 on animation at a good low price! There is great nostalgia in looking at these techniques today in the midst of all the CGI hype! Thanks . com!

Some of you searching for a book like this are probably students such as myself. I must say that this book is perfect for people who are interested in trying their hand at animation. When I purchased this book, I was enrolled in an animation/games program at my school but I had never really made any animations aside from some spur of the moment flipbooks and stopmotion videos. Despite this, I wanted to make sure that animation was the career for me and I wanted to build up my skills so

that I could be ahead of my classmates.This book was perfect! It taught me the basics of many different techniques and principles that are the foundations for all animation, not just cartoons! Thanks to me spending one summer and a winter break with this book, I not only learned many skills at a more advanced level than most of my classmates, but more importantly, I learned DISCIPLINE. If you watch any review with animators on Youtube or if you have the opportunity to speak to one in person, do not be surprised if the main advice they give you is to have discipline. By using these exercises, I taught myself drawing stamina and the discipline to keep improving on my work.A word of caution: many animators and reviewers on this site are probably going to advise that any "serious" animators skip over this book and check out Richard Williams' "Animator's Survival Kit". My opinion: start with Preston Blair's book first, then, if you are sure you are serious about animation, check out Williams book. I recently acquired the "Survival Kit" and while it is an excellent resource for animators in all fields, it will most likely intimidate beginners. If I had read Williams' book before Blair's I probably would have been put off by its encyclopedic size and its pages-upon-pages of massive keyframe breakdowns.I do take points off for some outdatedness. While some information such as the infamous "ball bounce breakdown" in this book is somewhat outdated (Kahl's method is considered the standard nowadays),other methods, such as cel animations and limited animation for tv is even more outdated! You will be hard-pressed to find a studio that still uses cels and traditional film animation cameras. But even these aren't terrible problems since those chapters are educational and show what the industry used to look like not too long ago (this book was first written in the 80s, and I believe that the most recent edition update is from the early 90s).If you are studying primarily computer animation such as myself, you will probably find that the basic principles are still relevant to CG, but that the absence of a mention of computers to be strange. Considering that Blair passed away in the mid-90s it is probably inevitable that computer animation would not be touched upon.Despite this, this book is an important first step into the right direction.

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