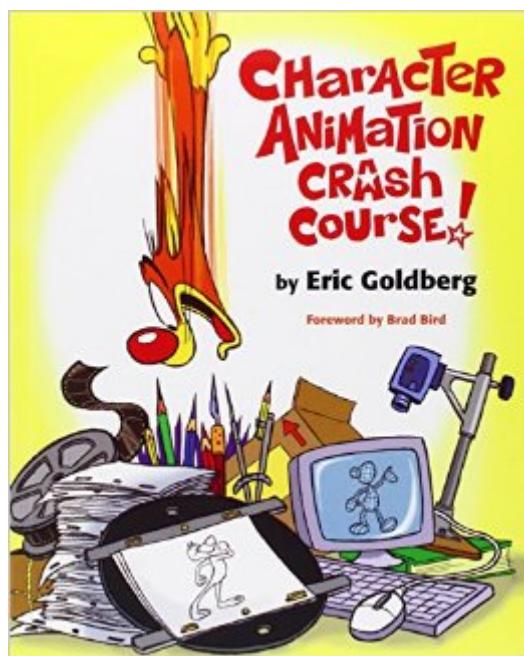


The book was found

# Character Animation Crash Course!



## **Synopsis**

Character Animation Crash Course! is a veritable Genie's lamp stuffed with everything the aspiring animator could wish for! Renowned animator Eric Goldberg's detailed text and drawings illuminate how to conceive characters "from the inside out" to create strong personalities. Classic animation techniques are analyzed and brought to life through this unique book that offers readers animated movie examples that show, in real time or frame-by-frame, the author's principles at work. Add to this Goldberg's discussions of classic cartoons and his witty, informative observations based on the wealth of knowledge he's gained during his 30-plus years in professional animation, and you have a tour-de-force guide to character animation with the classic touch.

## **Book Information**

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Average Customer Review: 4.6 out of 5 starsÂ  See all reviewsÂ  (69 customer reviews)

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## **Customer Reviews**

Animation is an insanely broad topic. Far too huge to ever cover in one book. Listening to master animators on "The Animation Podcast" and else reveals that everyone's approach to this artform is different. And yet most animation books cover the same content. For many years, Richard Williams' The Animator's Survival Kit has been the gold standard of animation books, and rightfully so. Lucky for us, fellow animation guru Eric Goldberg's "Character Animation Crash Course" isn't just overlap from Williams' work and teaches us different aspects of animation that other books haven't covered. Goldberg covers aspects of animation far less academically than Williams and rather focuses on things from a character standpoint, how you could apply a technique to a specific character. He also list several classic cartoons (most if not all of which are on DVD) for examples of

each particular technique. He also covers how to control the overall shape/volume of what's moving, even for flat, graphic characters, and goes in depth on animation "gimmicks" like smear drawings, zip lines, staggers etc... that are often mentioned, but never properly explained. Probably the most informative part of the book for me was the section on character construction, covering many of the ins and outs of designing an animatable character that I haven't seen in other books. "Character Animation Crash Course" also has the one big thing "Animator's Survival Kit" doesn't: A CD-ROM of the animations shown that you can watch and frame through to better understand the lessons in the book.

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