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The Noble Approach: Maurice Noble and the Zen of Animation Design

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Key Features. Adapt key techniques, tips and tricks of an experienced layout artists with 30 years of experience to your film, television and animation projects. Save time and money with workflow solutions and avoid common mistakes and problems with troubleshooting tips and tricks. Implement creative solutions for your own projects with this invaluable resource for beginner and intermediate artists with examples of what a composition should look like and example of poorly designed layouts.

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With Beauty and the Beast examples and Simpson character layouts, readers will learn how to develop character layout and background layout as well as strengthen composition styles with a creative toolset of trick shot examples and inspirational case studies.

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Layout and Composition for Animation by Ed Ghertner This essential, hands-on guide is filled with examples of what a composition should look like and example of poorly designed layouts. Spot potential problems before they cost time and money, and adapt creative solutions for your own projects with this invaluable resource for beginner and intermediate artists.

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Ed Ghertner has been in the business for a long time and his animation feature film credits are impressive. The book is a valuable wealth of knowledge for anyone wanting to learn about Layout and Composition for Animation 2D or 3D. It is written in a clear and informative way that is a must have for the professional, student or animation buff.

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Dream Worlds: Production Design for Animation. This is one of the coolest production art books oscillating between a resource guide and an inspirational compendium of artwork. Dream Worlds: Production Design for Animation uses dozens of examples from hit classics like Aladdin, Lion King, Mulan, and Hercules(among others). The book totals 220 pages filled with information about production design and layout design.

Best Books On Layout & Background Painting For Animation

This essential, hands-on guide is filled with examples of what a composition should look like and example of poorly designed layouts. Spot potential problems before they cost time and money, and adapt creative solutions for your own projects with this invaluable resource for beginner and intermediate artists. With Beauty and the Beast examples and Simpson character layouts, readers will learn ...

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A companion website will include further technique based tools, finalized layout and composition examples and tutorials for further artistic skill development. Adapt key techniques, tips and tricks of an experienced layout artists with 30 years of experience to your film, television and animation projects.

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Layout and Composition for Animation eBook: Ed Ghertner ...

"Layout and Composition for Animation" by Ed Ghertner is a really great resource guide for learning about the ins and outs of animation. Ghertner's experience at Disney shines in this book. I've learned a lot about composition and technique that I only knew bits and pieces about--this book lays it all out together with good detail and illustrated examples that make points easy to follow.

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This essential, hands-on guide is filled with examples of what a composition should look like and example of poorly designed layouts. Spot potential problems before they cost time and money, and adapt creative solutions for your own projects with this invaluable resource for beginner and intermediate artists. With Beauty and the Beast examples and Simpson character layouts, readers will learn how to develop character layout and background layout as well as strengthen composition styles with a creative toolset of trick shot examples and inspirational case studies. A companion website will include further technique based tools, finalized layout and composition examples and tutorials for further artistic skill development.

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The art of animation layout takes center stage for the first time in this gorgeous, full-color volume. Animation fans and students can finally take a behind-the-scenes peek at the history of layout, the process by which artists plot scenes and stitch together the many elements of animated works. With in-depth text by veteran animator Fraser MacLean, this extraordinary book features previously unpublished art from major studios archives including Warner Bros., Pixar, Walt Disney, and more as well as interviews with some of the biggest names in animation and a foreword by Academy Award winning director Pete Docter. From the genre's earliest pioneers to the digital world of contemporary cinema, Setting the Scene provides an enchanting journey into the history of animation.

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.

Provides information on designing easy-to-use interfaces.

This extraordinary volume examines the life and animation philosophy of Maurice Noble, the noted American animation background artist and layout designer whose contributions to the industry span more than 60 years and include such cartoon classics as Duck Dodgers in the 24 ½th Century, What's Opera, Doc?, and The Road Runner Show. Revered throughout the animation world, his work serves as a foundation and reference point for the current generation of animators, story artists, and designers. Written by Noble's longtime friend and colleague Tod Polson and based on the draft manuscript Noble worked on in the years before his death, this illuminating book passes on his approach to animation design from concept to final frame, illustrated with sketches and stunning original artwork spanning the full breadth of his career.

Enhance your animated features and shorts with this polished guide to channeling your vision and imagination from a former Disney animator and director. Learn how to become a strong visual storyteller through better use of color, volume, shape, shadow, and light - as well as discover how to tap into your imagination and refine your own personal vision. Francis Glebas, the director of Piglet's Big Day, guides you through the animation design process in a way that only years of expertise can provide. Discover how to create unique worlds and compelling characters as well as the difference between real-world and cartoon physics as Francis breaks down animated scenes to show you how and why to layout your animation.

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