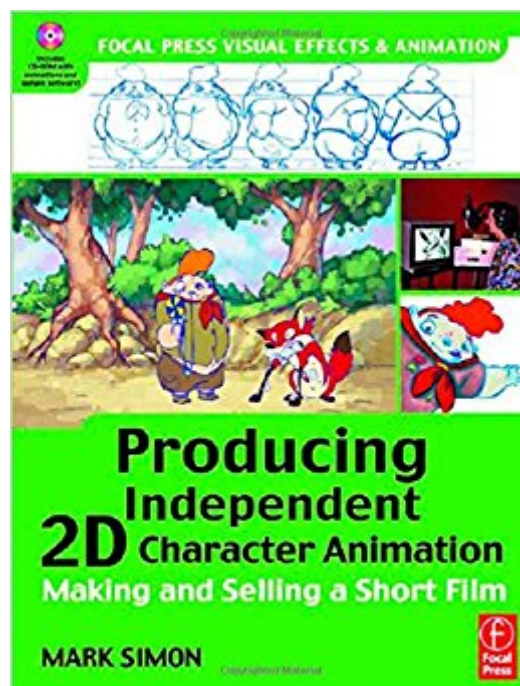The book was found

Producing Independent 2D Character Animation: Making & Selling A Short Film (Focal Press Visual Effects And Animation)

Synopsis

PRODUCING INDEPENDENT 2D CHARACTER ANIMATION takes an in-depth look at the artistry and production process of cel animation in a friendly, how-to manner that makes the sometimes tedious process of animation enjoyable and easy to understand. This book guides animators through every step of planning and production; includes examples of actual production forms, organization tips, screen shots, and sketches from the pre- to post-production processes; and contains detailed information on the hardware and software used to complete each step.By mapping out the course of how his small studio brainstormed, created, then produced its award-winning animation, TIMMY'S LESSONS IN NATURE, Mark Simon explains to animators what it takes-both creatively and resource-wise-to get their animations to market. Includes exclusive interviews with Oscar-nominated independent animator Bill Plimpton, Craig McCracken, creator of the POWER PUFF GIRLS, Craig "Spike" Decker of SPIKE & MIKE'S SICK AND TWISTED FESTIVAL OF ANIMATION, David Fine & Alison Snowden who are the Academy Award-Winning producers of BOB AND MARGARET, Cartoon Network's Senior Vice President of Original Animation, Linda Simensky, and Tom Sito, Co-Director of OSMOSIS JONES...as well as others.

Book Information

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Customer Reviews

"While we are on the subject of how-to books, you really can't afford to miss Mark Simon's brilliant new title, Producing Independent 2D Character Animation." - Animation Magazine

Mark Simon founded and owns A&S Animation, Inc., an award-winning cel animation house in Florida and Animatics & Storyboards, Inc., the largest storyboard house in the southern United States, which has provided work on over 1,200 productions. Mark's accomplishments range from being the owner of an award-winning advertising firm, to a syndicated cartoonist, production designer of film, TV, and animations and writing entertainment industry books and lecturing. Having won over 30 animation awards for his efforts, Mark has directed TIMMY'S LESSONS IN NATURE, MY WIFE IS PREGNANT, A MESSAGE FROM GOD, and SUBURBAN CINDERELLA, numerous commercials, training videos and television series special effects. Mark also teaches at the DAVE School (Digital Animation and Visual Effects) located at Universal Studios Orlando. A&S Animation develops and produces animation for commercials, TV, training videos and the web. The A&S team has produced award-winning shorts and commercials, shows for Nickelodeon and Cartoon Network, and designed sets and special effects on live-action feature films. Prior to its release, A&S has participated in the development of DigiCel Flipbook Pro, the fastest growing digital ink & paint software in the industry. Mark's animation and storyboarding articles have appeared in various industry magazines and he's the author of STORYBOARDS: MOTION IN ART, 2nd Edition, published by Focal Press. Visit the authors website at www.FunnyToons.tv

This book is on par with Kit Laybourne's "The Animation Book", and that is saying something! Too often are books on any art subject full of inspiration with little procedures from which to implement that inspiration. I am glad to say that this book is well worth the investment.

Unfortunately, most softwares mentioned inside this book are outdated or obsolete. Remember this book was written in 2003, over a decade ago.If you want affordable softwares for 2D animation, view those below:1. Tupi, FREE to download. Tupi depends on donations.2. Anime Studio Pro, cheaper rival to Flash, great tweening tools. Warning: the learning curve is very steep.3. Tab 3.2 Pro (or its bigger sister software Toonz Harlequin), cheaper alternative to Toon Boom.4. PD Howler Pro (cheaper alternative to TVPaint)2D painting & design softwares below, those that you can use to export still images to new folders and import them into animation softwares.5. Artrage (very affordable, with highly realistic art materials including GREAT smoothing pens that all cartoonists love. Brushes are customisable.)6. Krita, FREE alternative to Photoshop7. Inkscape (free to download)8. Gimp (free to download)9. MyPaint (free to download)Digital flipbook10. Animation Paper (very user-friendly. It is so SIMPLE that you can easily learn all within about 10 - 30

minutes)11. Pencil-Animation (FREE to download)

First of all, I just wanted you to know - this book officially kicks ass.I have been messing around with Flash animation on and off for the past 4 years. Some of my stuff appeared on Howard Stern's syndicated TV show, and I even won a prize in an animated joke competition.But I have been in a total slump lately - no motivation or understanding of how to improve my skills and not a decent idea to speak of. I haven't posted a new animation on my website in well over a year.Then I received the book (Producing Independent 2D Character Animation) as a gift. It has been the jump start I needed, like shock treatment for my creativity. I've written some scripts and started storyboarding. I also did an animatic in Flash to check the timing/jokes. With the procedures outlined in the book as my guide, I intend to begin animating again shortly.Thanks to the author for sharing his knowledge.

This book is the most concise, and comprehensive book I've seen on the subject of producing a 2D animated cartoon. While several other books focus on the art of animation, Mark Simon focuses on the nuts and bolts of "getting it done". Topics flow from planning, visualization, character design to storyboarding, audio recording and animatics, through editing, rendering and even distribution options. The sample CD-ROM has a huge assortment of demo programs to help you "work along" with the book. It is by no means the ONLY book you need to embark on animating a cartoon, but it is an essential one for any prospective cartoon filmmaker's library. Interviews with several industry professionals are included and add a perspective from the talent buyer's view. All in all a very handy resource for someone who knows what they want to do, but need guidance to realize their vision.

I can't say enough good things about this book.. It covers, step by step, the process used to create 'Timmy's Lessons in Nature - Lesson 3'. In case you don't know what 'Lesson's in Nature' are, they were featured in the '2002 Spike & Mike's Sick and Twisted Festival of Animation'.Mark takes you through all aspects of the process.. Budgeting, Timing, Equipment, X-Sheets, Lip Sync, etc... He also provides many demos of the software that they used to make 'Lessons in Nature', as well as some online versions of forms used by the studio, etc..This Full COLOR book also contains TONS of the preproduction and production artwork for the 'Lessons in Nature' series. The artwork alone makes the book great reference material.It also has interviews with the people that are the "movers and the shakers" of the Animation Industry both in the US and the UK.. These are people in each facet of the industry - recruiters, producers, animators, etc..Like I said in the title, this book is a goldmine of information and reference. It is definitely worth the price and is something that you can

refer back to time and time again...Oh, and the ultimate "geek perk" of this book - the really cool flip animations that are on each page..It really is an awesome addition to my library of animation books and will be one of the most worn out in pretty short order..

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