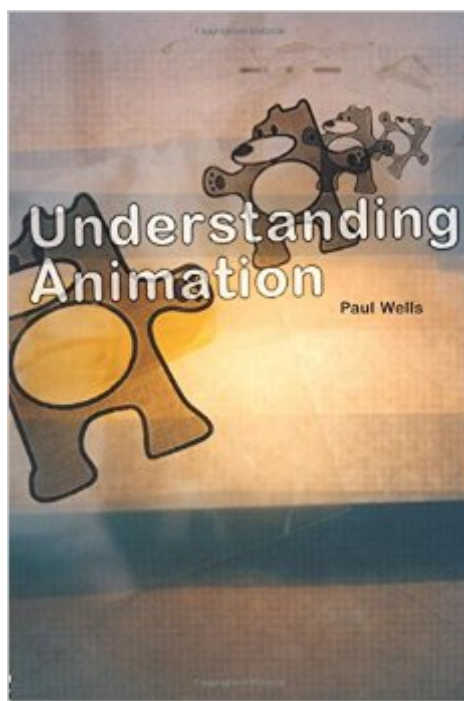


The book was found

# Understanding Animation



## Synopsis

First Published in 1998. Routledge is an imprint of Taylor & Francis, an informa company.

## Book Information

Paperback: 280 pages

Publisher: Routledge; 2nd ed. edition (June 28, 1998)

Language: English

ISBN-10: 0415115973

ISBN-13: 978-0415115971

Product Dimensions: 6.1 x 0.6 x 9.2 inches

Shipping Weight: 1 pounds (View shipping rates and policies)

Average Customer Review: 4.0 out of 5 stars [See all reviews](#) (4 customer reviews)

Best Sellers Rank: #327,102 in Books (See Top 100 in Books) #75 in [Books > Arts &](#)

[Photography > Drawing > Cartooning > Anime & Cartoons](#) #158 in [Books > Arts & Photography >](#)

[Graphic Design > Animation](#) #190 in [Books > Humor & Entertainment > Movies > Video >](#)

[Reference](#)

## Customer Reviews

This is essentially a scholar book for students of art science: lots of texts, few pictures, and in black and white. It contains a good discussion on the origin of animation, and it tries to specify its specific characteristics. It contains many and very diverse examples, but, of course, they work best as such, when one is able to see the mentioned films. I think this book really helps the reader 'understanding' animation (at least it helps to develop an analytical view towards animation as an art form), but I don't think it is suited for the average animation fan.

Yes, few pictures. This is not an animation "how-to" or a coffee table book. Instead, this is an extremely valuable book for those interested in animation theory. I would recommend this text more to academics and scholars interested in animation as a form, than those wanting to learn HOW to animate. Although, I do believe it is extremely important understand the theory behind what we do and the history of how others have done it, I would hate for someone to order this book expecting something more tutorial and technical. Wells examines animation as a popular, yet neglected art form and compares the medium to cinematic models and traces the evolution of animation. The text is part history and part theory. He uses examples from multiple animators and studios to support his arguments. The work covers everything from technique to issues in representation. I do not agree

with everything he writes in this book, and at times I grow skeptical/confused about his self-invented terminology, but he draws interesting insights to animation and relates them to actual animated texts. I highly recommend this to anyone who is researching animation as an art form or is simply interested in animation history and theory.

On (my) page 353 (of 7361) under the sub-heading 'So whats the answer? Visual education?' the text refers to "eel"animation. This is a huge mistake as the text should read "cell" animation. This mistake is repeated on several of the following pages. PLEASE FIX THIS!!

i didn't like:\*the small letters\*the lack of picturesi did like:\*the chaptersRecommend it to: Animation Beginners

[Download to continue reading...](#)

Animation (Walt Disney Animation Studios: The Archive Series) How to Create Animation in 10 Easy Lessons: Create 2-D, 3-D, and Digital Animation without a Hollywood Budget (Super Skills) Stop Motion: Craft Skills for Model Animation (Focal Press Visual Effects and Animation) The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3- D Animation The Complete Animation Course: The Principles, Practice and Techniques of Successful Animation Understanding Animation The Illusion of Life: Disney Animation Cartoon Animation (Collector's Series) Animation 1: Learn to Animate Cartoons Step by Step (Cartooning, Book 1) Simplified Drawing for Planning Animation Animation Lab for Kids: Fun Projects for Visual Storytelling and Making Art Move - From cartooning and flip books to claymation and stop motion movie making (Lab Series) Cartoon Modern: Style and Design in 1950s Animation Disney's Art of Animation #2: From Mickey Mouse, To Hercules Disney's Art of Animation #1: From Mickey Mouse, To Beauty and the Beast The World History of Animation Character Animation Crash Course! The Animation Bible: A Practical Guide to the Art of Animating from Flipbooks to Flash The Art of Pixar: 25th Anniv.: The Complete Color Scripts and Select Art from 25 Years of Animation Anime from Akira to Howl's Moving Castle: Experiencing Contemporary Japanese Animation Stop Motion Animation: How to Make & Share Creative Videos

[Dmca](#)