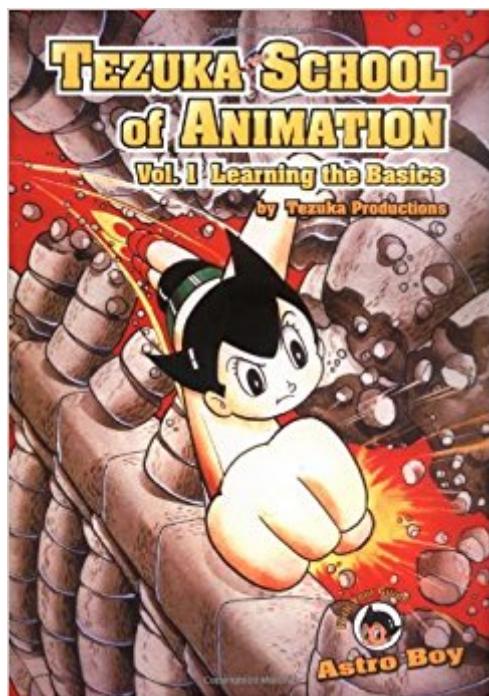


The book was found

Tezuka School Of Animation, 1: Learning The Basics



Synopsis

The work of artist Osamu Tezuka has been as influential in Japan as that of Walt Disney in the US. His most famous character, Astro Boy, guides the reader through this book on the fundamentals of animation. The focus is on mastering movement, timing, and expression-the keys to bringing anime characters to life. This book is filled with step-by-step instructions on how to depict weight, walking speed, dynamic action, and effects like fire and water. The concepts are all taken from Tezuka's works and have his particular stylistic mark. Become a master by mastering the basics!

Book Information

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Customer Reviews

My daughter loves this book. She uses this all of the time and it has helped her improve her animation skills.

This is a very thin book but is PACKED with the basics any animator needs. "The animator's Survival guide" is like an animator's bible, but THIS is like a second must have. It has a little bit of everything. Walk cycles, jumps, skips, fire, water, wind, facial expressions. All in a very easy, very slim book. I recommend this to any and all animators.

Great book. My padawan has much too learn from her old masters.

none

This book has very good references on figures in motion though the Cutesy Character Astroboy may throw people off. I have to admit this book beats that mediocre "How to Draw Manga Making Anime" book on any given day! Yes I still have that book (though worn from use and abuse) I like flipping through it whenever I am bored and it helped me identify common techniques used in Japanese animation and the book mentions the tools used in cel animation however cel animation is practically obsolete but the techniques haven't changed only the tools. This book covers what is most important to animation and that is the techniques of bringing your characters to life but nowhere near as good as Tony White's Animator's Workbook or Preston Blair Cartoon Animation this book is a very nice supplement to those tomes. Don't dismiss books on traditional animation because they do not mention Flash and other well-known Animation software it is not the software that creates the animation but the animator.

By far the best introduction to animation I've read yet. This is the first book an aspiring animator should start with before moving on to the classics by Preston Blair. The focus here is on the Japanese method of animation, specifically the Tezuka methods, which means you're learning some exquisitely fast techniques as well as learning some more advanced effects and naturalistic techniques toward the end. Definitely the first stop for someone inspired to get into animation, and a good book to revisit for animators needing inspiration!

This is a gem of a book of knowledge and tips for making anime from the studio of Osamu Tezuka, the beloved Japanese artist behind Astro Boy and Kimba the White Lion. As you'd expect from a book written by a whole studio, there is a lot of information to absorb and understand. This book is best for ages 10 and up or as a second or third level book for the young person who has already experimented with animation and manga drawing. The book contains large sample flipbooks among the pages, and lots of handy techniques for drawing convincing anime-chibi style movement. As soon as you finish it you'll want the next one, *Animals in Motion*.

Illusion of life Disney Animation (that I rate it -0 with 0 stars), and some other animation books. But the Tezuka school of animation books are the best ones, you can see all the details of the animation making, the walking with all the steps and in all angles, the jumps, the talk, and everything to be a great animator in no time. I definitely recommend this book over all other books, this is a must have. Don't commit the mistakes of buying other books that are not from Tezuka learning school. See the

previews and find more info if you want. Just respect yourself and your money, buy this one.

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