

Drawn To Life 20 Golden Years Of Disney Master Classes The Walt Stanchfield Lectures Volume 2

Step by step approach to drawing the human body in a simplified, structural way. Designed for animators and extremely beneficial for comic artists, illustrators, classical and interpretive artists. The content is referenced to the works of George Bridgeman, Kimon Nicolaidis, Burne Hogarth and others. Following the exercises can help to greatly improve structural and gestural drawing skills.

These fabulous, whimsical paintings, created for his own pleasure and never shown to the public, show Geisel (a.k.a. Dr. Seuss) in a whole new light. Depicting outlandish creatures in otherworldly settings, the paintings use a dazzling rainbow of hues not seen in the primary-color palette of his books for children, and exhibit a sophisticated and often quite unrestrained side of the artist. 65 color illustrations.

This title examines the work of 35 artists, including Jimmie Durham, David Hammons, José Bedia, Rebecca Belmore and James Lee Byars, who began using ritualistic practices during the 1970s and 1980s as a way of reinterpreting aspects of their cultural heritage.

*There's no class in art school that can teach you this. Believe it or not, there's a lot more to directing a great animated film than beautiful illustrations and cool characters. You need to bring out your inner creative visionary and take your savvy leadership skills to the front lines - being great with a pencil, brush, or stylus is not enough. Tony Bancroft released his inner creative visionary when creating Mulan. In *Directing for Animation* he shows you exactly how. Pull the right strings to bring your characters to life and center your story by developing the visual cues that lend to your audiences understanding of the plot, place, and purpose. Tony walks you through the process, bringing you behind the scenes of real, well-known projects - with a little help from some famous friends. Learn from the directors of *Aladdin*, *The Little Mermaid*, *Ice Age*, *Chicken Run*, and *Kung Fu Panda*, and see how they developed stories and created characters that have endured for generations. Get the inside scoop behind these major features...pitfalls and all.*

The Artists and Rivalries that Inspired the Golden Age of Animation

Rules of Thumb

Tony White's Masterclass Course on the Traditional Principles of Animation

Twice the First

Dando Vida A Desenhos - Volume 1

For Planning Animation

The Nine Old Men: Lessons, Techniques, and Inspiration from Disney's Great Animators

Design creative characters inspired by real people. Let Mike Mattesi show you how to use life drawing to discover the poses, features and personalities which form the basis of character and then build, develop and 'PUSH' your drawings to new heights of dramatic and visual impact for believable characters audiences can relate to. Packed with color illustrations and photographs of the models who inspired them. With step-by-step explanation of how the characters were developed and exercises for you to sharpen your skills this is everything you need to bring your characters to life.

"Drawn to life is a two volume collection of the legendary lectures from long-time Disney animator Walt Stanchfield. For over twenty years, Walt helped breathe life into the new golden age of animation with these teachings at the Walt Disney Animation Studios and influenced such talented artists as Tim Burton, Brad Bird, Glen Keane, and John Lasseter. These writings represent the quintessential refresher for fine artists and film professionals, and it is a vital tutorial for students who are now poised to be part of another new generation in the art form."--Back cover.

Learn from the men who changed animation forever Walt Disney ' s team of core animators, who he affectionately called his "Nine Old Men," were known for creating Disney ' s most famous works, as well as refining the 12 basic principles of animation. Follow master animator and Disney legend Andreas Deja as he takes you through the minds and works of these notable animators. An apprentice to the Nine Old Men himself, Deja gives special attention to each animator and provides a thoughtful analysis on their techniques that include figure drawing, acting, story structure, and execution. The in-depth analysis of each animator ' s work will allow you to refine your approach to character animation. Rare sequential drawings from the Disney archives also give you unprecedented access and insight into the most creative minds that changed the course of animation. Instruction and analysis on the works of each of the Nine Old Men broaden your creative choices and approaches to character animation Original drawings, some never-before-seen by the public are explored in depth, giving you behind-the-scenes access into Disney animation history Gain first-hand insight into the foundation of timeless characters and scenes from some of Disney ' s most memorable feature and short films Rolf Giesen ' s *Puppetry, Puppet Animation and the Digital Age* explores the unique world of puppetry animation and its application in the digital age. With the advent of digital animation, many individuals see puppetry and 2D animation as being regulated to a niche market. Giesen ' s text argues against this viewpoint, by demonstrating the pure aesthetic value they have, as well as examples of some of the greatest cinematic uses of puppets. Such samples include, *The Adventures of Prince Achmed*, *Ladislav Starevich*, *O ' Brien*, *Harryhausen and Danforth*, *Trnka and Švankmajer*, *Aardman and Laika Studios*, *ParaNorman*, and *the Boxtrolls*. Even live-action blockbusters, such as the *Star Wars* saga utilize puppetry for costume applications as noted within the text. The use of puppets not only helps create a wondrous world and memorable characters, but is also one of the purest extensions of an artist.

Force: Character Design from Life Drawing

Force: Animal Drawing

Under the Banner of Heaven

Infinite Animation

The Warner Brothers Character Design Manual

The Director's Perspective Vol 2

Puppetry, Puppet Animation and the Digital Age

Drawn to Life 20 Golden Years of Disney Master Classes Taylor & Francis

The publication of the King James version of the Bible, translated between 1603 and 1611, coincided with an extraordinary flowering of English literature and is universally acknowledged as the greatest influence on English-language literature in history. Now,

world-class literary writers introduce the book of the King James Bible in a series of beautifully designed, small-format volumes. The introducers' passionate, provocative, and personal engagements with the spirituality and the language of the text make the Bible come alive as a stunning work of literature and remind us of its overwhelming contemporary relevance.

Want to create studio-quality work and get noticed? Just coming off Flash and looking for a Toon Boom intro? Are you a traditional pencil-and-paper animator? From scene setup to the final render, learn how to navigate the Toon Boom interface to create animation that can be published on a variety of platforms and formats. Animate to Harmony guides you through Toon Boom's Animate, Animate Pro and Harmony programs, teaching you how to create high-quality 2D animation of all complexities. The main text focuses on features that are common across all three programs while "Advanced Techniques" boxes throughout the book elaborate on Pro and Harmony features, appealing to all levels of experience with any of the three main Toon Boom products.

Giannalberto Bendazzi brings to light some of the lost relics of animation history with his new book, Twice the First: Quirino Cristiani and the Animated Feature Film. Unlike other works, however, Bendazzi focuses on the growth of animation in non-western countries. This book particularly emphasizes the contributions of Quirino Cristiani and how his work influenced other animators. Bendazzi provides in-depth coverage about Cristiani's life, both professionally and personally. Twice the First takes the reader on an exciting journey through the historical development of animation through the eyes of Quirino Cristiani.

Don Bluth's Art of Storyboard

Volume 1: The Walt Stanchfield Lectures

Sketching for Animation

Authorized King James Version

The 48 Laws Of Power

Art for a Forgotten Faith

Gesture Drawing

THE MILLION COPY INTERNATIONAL BESTSELLER Drawn from 3,000 years of the history of power, this is the definitive guide to help readers achieve for themselves what Queen Elizabeth I, Henry Kissinger, Louis XIV and Machiavelli learnt the hard way. Law 1: Never outshine the master Law 2: Never put too much trust in friends; learn how to use enemies Law 3: Conceal your intentions Law 4: Always say less than necessary. The text is bold and elegant, laid out in black and red throughout and replete with fables and unique word sculptures. The 48 laws are illustrated through the tactics, triumphs and failures of great figures from the past who have wielded - or been victimised by - power.

_____ (From the Playboy interview with Jay-Z, April 2003) PLAYBOY: Rap careers are usually over fast: one or two hits, then styles change and a new guy comes along. Why have you endured while other rappers haven't? JAY-Z: I would say that it's from still being able to relate to people. It's natural to lose yourself when you have success, to start surrounding yourself with fake people. In The 48 Laws of Power, it says the worst thing you can do is build a fortress around yourself. I still got the people who grew up with me, my cousin and my childhood friends. This guy right here (gestures to the studio manager), he's my friend, and he told me that one of my records, Volume Three, was wack. People set higher standards for me, and I love it.

From beloved children's book creator Crockett Johnson comes the timeless classic Harold and the Purple Crayon! This imagination-sparking picture book belongs on every child's digital bookshelf. One evening Harold decides to go for a walk in the moonlight. Armed only with an oversize purple crayon, young Harold draws himself a landscape full of wonder and excitement. Harold and his trusty crayon travel through woods and across seas and past dragons before returning to bed, safe and sound. Full of funny twists and surprises, this charming story shows just how far your imagination can take you. "A satisfying artistic triumph." —Chris Van Allsburg, author-illustrator of The Polar Express Share this classic as a birthday, baby shower, or graduation gift!

Warner Bros. and Chronicle Books proudly present Draw the Looney Tunes. For years, this was the textbook used by in-house artists to learn the ropes at Warner Bros. This exclusive edition brings the book to the general public for the very first time. But in no way have we stripped it down. We're not kwazy. We've left all the bells and whistles in place: vellum overlays, landscape four-color foldouts, vintage cartoons, step-by-step instruction, and how-to textquite the package! With good humor and wise counsel the artists reveal their secrets of success and outline everything necessary to master the basic principles. It's written for every level of expertise, so budding cartoonists and those well into their craft will learn how to bring characters to life, train the eye to really "see," create rhythm and movement, show perspective, and perfect the finer points of drawing Bugs himself. Chockful of all this and more, Draw the Looney Tunes is a veritable open vault of information and inspiration from those in the knowand th-th-th-th-that's a lot, folks!

Discover the lessons that helped bring about a new golden age of Disney animation!Published for the first time ever, Drawn to Life is a two volume collection of the legendary lectures from long-time Disney animator Walt Stanchf Animal locomotion and design concepts for animators

A Novel

Elemental Magic

Difference Methods for Singular Perturbation Problems

On Animation

Revised and Expanded

The Life and Work of Adam Beckett

In this gorgeously illustrated book, Bluth uses pages of beautiful storyboard images from his classic films to describe in detail the technical and artistic processes involved in crafting the visual blueprints of animated films.

On Animation: The Director's Perspective is a collection of interviews with 23 animated feature-film directors. These extensive interviews were conducted over the past several years by filmmakers and educators (and peers to the directors interviews) Tom Sito and Bill Kroyer. Interviews cover in-depth discussion of each director's career -- focusing on their creative development, their films, lesson learned and advice. The interviews were edited and produced by Ron Diamond. Key Features Interviews with the greatest living legends in animation Offers profound insight into the creative process of these giants Grants advice and lessons for inspiring animators

The first book of its kind, Gestures of Seeing in Film, Video and Drawing engages broadly with the often too neglected yet significant questions of gesture in visual culture. In our turbulent mediasphere where images – as lenses bearing on their own circumstances – are constantly mobilized to enact symbolic forms of warfare and where they get entangled in all kinds of cultural conflicts and controversies, a turn to the gestural life of images seems to promise a particularly pertinent avenue of intellectual inquiry. The complex gestures of the artwork remain an under-explored theoretical topos in contemporary visual culture studies. In visual art, the gestural appears to be that which intervenes between form and content, materiality and meaning. But as a conceptual force it also impinges upon the very process of seeing itself. As a critical and heuristic trope, the gestural galvanizes many of the most pertinent areas of inquiry in contemporary debates and scholarship in visual culture and related disciplines: ethics (images and their values and affects), aesthetics (from visual essentialism to transesthetics and synesthesia), ecology (iconoclastic gestures and spaces of conflict), and epistemology (questions of the archive, memory and documentation). Offering fresh perspectives on many of these areas, Gestures of Seeing in Film, Video and Drawing will be intensely awaited by readers from and across several disciplines, such as anthropology, linguistics, performance, theater, film and visual studies.

Storyboarding is a very tough business, and a new storyboarder really needs to have their wits about them and have professional savvy to survive in this competitive field. Storyboarding: Rules of Thumb offers highly illustrative examples of basic storyboarding concepts, as well as sound, career-oriented advice for the new artist. This book also features a number of veteran storyboard artists sharing their experiences in the professional world.

NeoHooDoo

ANTHEM

The Secret Art of Dr. Seuss

Action Analysis for Animators

The Walt Stanchfield Lectures

A Story of Violent Faith

Drawn to Life: 20 Golden Years of Disney Master Classes: Volume 1 the Walt Stanchfield Lectures

Presents a tale of a precarious friendship between an illegal Nigerian refugee and a recent widow from suburban London, a story told from the alternating and disparate perspectives of both women.

Hailed by The New York Times as "a compelling dystopian look at paranoia from one of the most unique and perceptive writers of our time," this brief, captivating novel offers a cautionary tale. The story unfolds within a society in which all traces of individualism have been eliminated from every aspect of life – use of the word "I" is a capital offense. The hero, a rebel who discovers that man's greatest moral duty is the pursuit of his own happiness, embodies the values the author embraced in her personal philosophy of objectivism: reason, ethics, volition, and individualism. Anthem anticipates the themes Ayn Rand explored in her later masterpieces, The Fountainhead and Atlas Shrugged. Publisher's Weekly acclaimed it as "a diamond in the rough, often dwarfed by the superstar company it keeps with the author's more popular work, but every bit as gripping, daring, and powerful." Anthem is a dystopian fiction novella by Ayn Rand, written in 1937 and first published in 1938 in England. It takes place at some unspecified future date when mankind has entered another dark age characterized by irrationality, collectivism, and socialistic thinking and economics. Technological advancement is now carefully planned (when it is allowed to occur at all) and the concept of individuality has been eliminated.

Fun, simple and entertaining – this book will help the complete novice turn out professional looking cartoons in minutes. Suitable for all age groups.

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.

The First Book of Moses, Called Genesis

How to Make Animated Films

Drawn to Life – Volume 2

Little Bee

Professional Storyboarding

The Independent Animator's Guide to Toon Boom

Hiroshima

Timing for Animation has been one of the pillars of animation since it was first published in 1981. Now this 40th anniversary edition captures the focus of the original and enhances this new edition with fresh images, techniques, and advice from world-renowned animators. Not only does the text explore timing in traditional animation, but also timing in digital works. Vibrant illustrations and clear directions line the pages to help depict the various methods and procedures to bring your animation to life. Examples include timing for digital production, digital storyboarding in 2D, digital storyboarding in 3D, and the

use of After Effects, as well as interactive games, television, animals, and more. Learn how animated scenes should be arranged in relation to each other, how much space should be used, and how long each drawing should be shown for maximum dramatic effect. All you need to breathe life into your animation is at your fingertips with *Timing for Animation*. Key Features: Fully revised and updated with modern examples and techniques Explores the fundamentals of timing, physics, and animation Perfect for the animation novice and the expert Get straight to the good stuff with simple, no-nonsense instruction on the key techniques like stretch and squash, animated cycles, overlapping, and anticipation. Trying to time weight, mood, and power can make or break an animation—get it right the first time with these tried and tested techniques. Authors Harold Whitaker was a BAFTA-nominated professional animator and educator for 40 years; many of his students number among today's most outstanding animation artists. John Halas, known as "The father of British animation" and formerly of Halas & Batchelor Animation Studio, produced more than 2,000 animation films, including the legendary *Animal Farm* (1954) and the award-winning *Dilemma* (1981). He was also the founder and president of the International Animated Film Association (ASIFA) and former Chairman of the British Federation of Film Societies. Tom Sito is Professor of Animation at the University of Southern California and has written numerous books and articles on animation. Tom's screen credits include *Shrek* (2001) and the Disney classics *Who Framed Roger Rabbit* (1988), *The Little Mermaid* (1989), *Beauty and the Beast* (1991), *Aladdin* (1992), and *The Lion King* (1994). In 1998, Tom was named by *Animation Magazine* as one of the 100 Most Important People in Animation.

This book examines the life and animated art of the late Adam K. Beckett. Beckett is known for his six award-winning animations, made between the years 1972-1975, that were ground-breaking at the time and that continue to influence artists today. He is also recognized for his contributions to the first *Star Wars* movie, as he was head of the animation and rotoscoping area. Beckett was a shooting star during a critical time of change; an innovative genius as well as a unique and compelling character. His life and work illuminates significant social and cultural changes of that time: the emerging independent animation movement of the 1970s in the United States; the rebirth of the visual effects industry; the intersection of animation with newly developed video imaging and computer graphics; and the intense Cultural Revolution that occurred in the 1960s. Beckett's work in animation and effects was pioneering. His premature death cemented his mythic reputation as a larger than life artist and personality. Key Features: A comprehensive biography of Adam Beckett, based on original research Photographs of and drawings by Beckett that are not yet published or available Critical look at his six primary films that include insight into his techniques and process Insight into the re-emerging visual effects field, through Beckett's work at Robert Abel and Associates and Industrial Light and Magic The emergence of a "golden age" of independent animation in the United States

This instructional drawing book is intended to guide the reader through a story-telling based approach to gesture drawing, utilizing different techniques and exercises that encourage and develop creative problem solving as it relates to observational studies. This book clearly outlines a work flow and process with a simple exercise program that encourages the artist to ask questions and create work that engages not only their audience but themselves. Rich illustrations are included throughout that depict this workflow and also different drawing and mark-making techniques, and how to apply the exercises throughout the course of the book. Included are video drawing tutorials and examples.

Many artists are unsure how to bridge the gap between the many basic 'how to draw' books and the more advanced ones dealing with the esoteric details of composition, perspective and anatomy. *Force: Animal Drawing* is the comprehensive guide to developing artistic animals that are creative, dynamic and anatomical, bridging the gap between foundational art and advanced techniques. Artists and animators alike all find animal inspiration when animating characters- be they human or inhuman. For a unique 'larger than life' character, readers will learn to apply the unique facets of animal movement, locomotion, expressions, facial features, physical build and personality to their traditional and digital art. Readers will also adapt key industry tricks and techniques to personify animal animations with key characteristics of a human's face. Explore the practical application of force theories and learn from today's leading character designers with the included artist interviews and an extended video tutorial via www.drawingforce.com.

Everything You Didn't Learn in Art School

A Story-Based Approach

Wild Minds

Learn Techniques for Drawing and Animating Cartoon Characters

Quick Sketching with Ron Husband

Animate to Harmony

Directing for Animation

Action Analysis is one of the fundamental principles of animation that underpins all types of animation: 2d, 3d, computer animation, stop motion, etc. This is a fundamental skill that all animators need to create polished, believable animation. An example of Action Analysis would be *Shrek's* swagger in the film, *Shrek*. The animators clearly understood (through action analysis) the type of walk achieved by a large and heavy individual (the real) and then applied their observations to the animated character of an ogre (the fantastic). It is action analysis that

enabled the animation team to visually translate a real life situation into an ogre's walk, achieving such fantastic results. Key animation skills are demonstrated with in-depth illustrations, photographs and live action footage filmed with high speed cameras. Detailed Case Studies and practical assignments ground action analysis methodology with real life examples. Action Analysis for Animators is an essential guide for students, amateurs and professionals. * A title that unites classic principles of Action Analysis with contemporary workflows. Apply the practices of action analysis to any animation process. * Extensive illustrations of people and animals in motion that break down the action of animals and humans in a step-by-step manner. * Tips included throughout the book on how to capture motion and analyse action. * Detailed case studies illustrated with line drawings, diagrams, photographs and live action footage, integrate real world examples with practical knowledge. * Website included as a resource for amateur and experienced animators, featuring Short Animations and Live Action examples juxtaposed with stills of animals and humans in motion.

NATIONAL BESTSELLER □ From the author of *Into the Wild* and *Into Thin Air*, this extraordinary work of investigative journalism takes readers inside America's isolated Mormon Fundamentalist communities. Defying both civil authorities and the Mormon establishment in Salt Lake City, the renegade leaders of these Taliban-like theocracies are zealots who answer only to God; some 40,000 people still practice polygamy in these communities. At the core of Krakauer's book are brothers Ron and Dan Lafferty, who insist they received a commandment from God to kill a blameless woman and her baby girl. Beginning with a meticulously researched account of this appalling double murder, Krakauer constructs a multi-layered, bone-chilling narrative of messianic delusion, polygamy, savage violence, and unyielding faith. Along the way he uncovers a shadowy offshoot of America's fastest growing religion, and raises provocative questions about the nature of religious belief.

"A new edition with a final chapter written forty years after the explosion."

Discover the lessons that helped bring about a new golden age of Disney animation! Published for the first time ever, *Drawn to Life* is a two volume collection of the legendary lectures from long-time Disney animator Walt Stanchfield. For over twenty years, Walt helped breathe life into the new golden age of animation with these teachings at the Walt Disney Animation Studios and influenced such talented artists as Tim Burton, Brad Bird, Glen Keane, and John Lasseter. These writings represent the quintessential refresher for fine artists and film professionals, and it is a vital tutorial for students who are now poised to be part of another new generation in the art form. Written by Walt Stanchfield (1919-2000), who began work for the Walt Disney Studios in the 1950s. His work can be seen in films like *Sleeping Beauty*, *The Jungle Book*, *101 Dalmatians*, and *Peter Pan*. Edited by Academy Award®-nominated producer Don Hahn, who has produced such classic Disney films as *Beauty and the Beast* and *The Lion King*.

Developing Ideas, Characters and Layouts in Your Sketchbook

Timing for Animation, 40th Anniversary Edition

The Art of Special Effects Animation

Draw the Looney Tunes

Gestures of Seeing in Film, Video and Drawing

How to Draw Cartoons

Quirino Cristiani and the Animated Feature Film

Sadly the days of the traditional studio apprenticeship in animation are long gone but this book enables the reader to find the next best thing, watching and observing a Master Animator at work. Become Tony White's personal animation apprentice, and experience the golden era of the great Disney and Warner Brothers studios right in your own home or studio. Tony White's Animation Master Class is uniquely designed to cover the core principles of animated movement comprehensively. It offers a DVD with animated movies and filmed excerpts of the author at his drawing board to illustrate the concepts as the work is being created. Tony White's Animation Master Class offers secrets and unique approaches only a Master Animator could share. The book comes out of the author's six years of real-world professional experience teaching animation, and 30 years of professional experience. Whether you want to become a qualified animator of 2D, 3D, Flash or any other form of animation, Tony White's foundations bring you closer to that goal. The DVD is invaluable, in that readers are not only taught principles and concepts in the book, they are able to see them demonstrated in action in the movies on the DVD.

Difference Methods for Singular Perturbation Problems focuses on the development of robust difference schemes for wide classes of boundary value problems. It justifies the ϵ -uniform convergence of these schemes and surveys the latest approaches important for further progress in numerical methods. The first part of the book explores boundary value problems for elliptic and parabolic reaction-diffusion and convection-diffusion equations in n -dimensional domains with smooth and piecewise-smooth boundaries. The authors develop a technique for constructing and justifying ϵ uniformly convergent difference schemes for boundary value problems with fewer restrictions on the problem data. Containing information published mainly in the last four years, the second section focuses on problems with boundary layers and additional singularities generated by nonsmooth data, unboundedness of the domain, and the perturbation vector parameter. This part also studies both the solution and its derivatives with errors that are independent of the perturbation parameters. Co-authored by the creator of the Shishkin mesh, this book presents a systematic, detailed development of approaches to construct ϵ uniformly convergent finite difference schemes for broad classes of singularly perturbed boundary value problems.

Create amazing animated effects such as fiery blazes, rippling water, and magical transformations. Animation guru Joseph Gilland breaks down the world of special effects animation with clear step-by-step diagrams and explanations on how to create the amazing and compelling images you see on the big screen. 'Elemental Magic' is jam-packed with rich, original illustrations from the author himself which help explain and illuminate the technique, philosophy, and approach behind classical hand drawn animated effects and how to apply these skills to your digital projects.

"A thoroughly captivating behind-the-scenes history of classic American animation . . . A must-read for all fans of the medium." —Matt Groening In 1911, famed cartoonist Winsor McCay debuted one of the first animated cartoons, based on his sophisticated newspaper strip "Little Nemo in Slumberland," itself inspired by Freud's recent research on dreams. McCay is largely forgotten today, but he unleashed an art form, and the creative energy of artists from Otto Messmer and Max Fleischer to Walt Disney and Warner Bros.' Chuck Jones. Their origin stories, rivalries, and sheer genius, as Reid Mitenbuler skillfully relates, were as colorful and subversive

as their creations—from Felix the Cat to Bugs Bunny to feature films such as Fantasia—which became an integral part and reflection of American culture over the next five decades. Pre-television, animated cartoons were aimed squarely at adults; comic preludes to movies, they were often “little hand grenades of social and political satire.” Early Betty Boop cartoons included nudity; Popeye stories contained sly references to the injustices of unchecked capitalism. During WWII, animation also played a significant role in propaganda. The Golden Age of animation ended with the advent of television, when cartoons were sanitized to appeal to children and help advertisers sell sugary breakfast cereals. *Wild Minds* is an ode to our colorful past and to the creative energy that later inspired *The Simpsons*, *South Park*, and *BoJack Horseman*. “A quintessentially American story of daring ambition, personal reinvention and the eternal tug-of-war of between art and business . . . a gem for anyone wanting to understand animation’s origin story.” —NPR

Simplified Drawing

Cartoon Animation with Preston Blair, Revised Edition!

Drawn to Life

Harold and the Purple Crayon

20 Golden Years of Disney Master Classes

Character Animation Crash Course!

Detailed text and drawings illuminate how to conceive animated characters.

Quick Sketching with Ron Husband offers instruction to quick sketching and all its techniques. From observing positive and negative space and learning to recognize simple shapes in complex forms to action analysis and using line of action, this Disney legend teaches you how to sketch using all these components, and how to do it in a matter of seconds. Watch his drawings as he grows from a young, talented artist, to a true Disney animator. Follow him as he goes around the world and sketches flamenco dancers, football players, bakers, joggers, lions, tigers, anyone, and anything. **Key Features** Get tips on quick sketching from a Disney legend who has animated or supervised some of your favourite recent Disney movies like *The Fox and the Hound*, *The Little Mermaid*, and *Beauty and the Beast*. Features artist’s guide and handbook which provides instruction while chronicling the author’s growth as an artist. Quickly try out Husband’s instructions and tips as you learn them in a sketchbook at the back of the book. This new edition re-emphasizes the four basic shapes and how important it is to recognize them in fast action. Stressing the importance of observation and the vital part this discipline plays in sketching.

Quick sketching is the best technique you can use to stay finely tuned and to keep those creative juices flowing. To keep your sense of observation heightened, and to sharpen your hand-eye coordination, an animator needs to constantly draw and sketch. **Quick Sketching with Ron Husband** offers instruction to quick sketching and all its techniques. From observing positive and negative space and learning to recognize simple shapes in complex forms to action analysis and using line of action, this Disney legend teaches you how to sketch using all these components, and how to do it in a matter of seconds. On top of instruction and advice, you’ll also see Ron’s portfolio of select art representing his growth as an artist throughout the years. Watch his drawings as he grows from a young, talented artist, to a true Disney animator. Follow him as he goes around the world and sketches flamenco dancers, football players, bakers, joggers, lions, tigers, anyone, and anything. As if instruction and inspiration in one place weren’t enough, you’ll find a sketchbook included, so you can flip from Ron’s techniques and work on perfecting basic shapes. Or take your book on the road, read Ron’s advice, sketch away, capture the world around you.

Learn from a master animator how to bring your cartoons to life through movement with **Cartoon Animation with Preston Blair**.