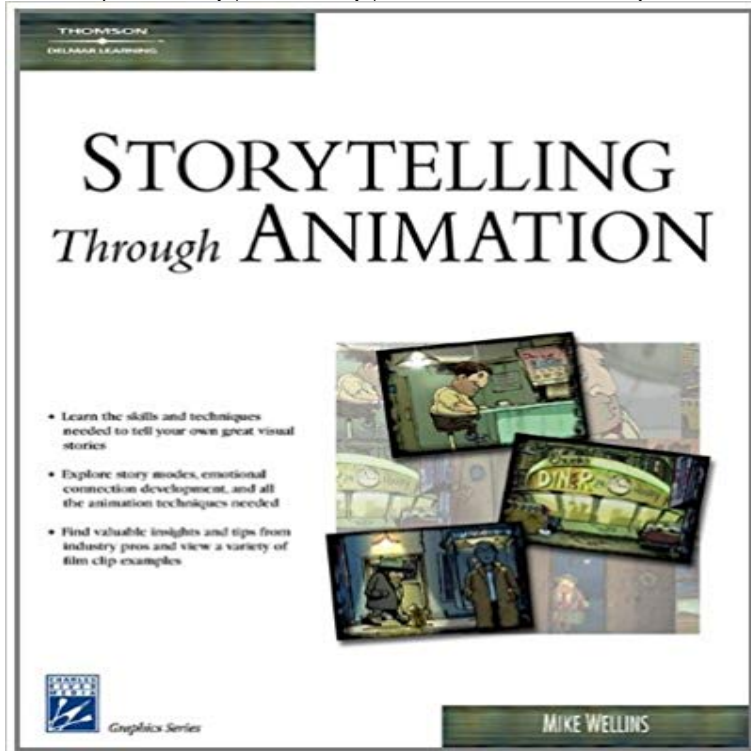


Storytelling through Animation (Charles River Media Graphics)



As an animator, it's difficult to watch movies or animated films without thinking about the directing quality or technical aspects of the production. But when that movie pulls you in and draws you to the characters and their plights, you really experience the story. *Storytelling Through Animation* provides an in-depth guide to the process of conceiving, planning, and producing an animated or live action media production. It covers specific information for many forms of visuals, including traditional cel, stop motion, Flash, or 3D CG with a focus on the most critical aspect of any production- the story. The book is written for filmmakers, animators, producers, editors, directors, game creators, and anyone who has the task of telling a story visually. It teaches the principles, real-world techniques, tricks, tips, and creative and visual fundamentals key to great animated storytelling. Using detailed explanations of principles and techniques and a variety of film examples, it guides animators through every step of the production process, and teaches them how to infuse their story and develop emotional connections in every part of the production. It provides systems and checks and balances that can make projects smoother and storytelling better at any level or budget. In addition, it explores all of the concepts and techniques needed for animation, including visual theory, motion, animation techniques, and their live action counterparts, character animation, composition, production, lighting, rendering, editing, and compositing. Finally, the book helps to create critical and realistic critiquing skills for evaluating and creating emotional connections with the audience. After reading this book, animators will have the knowledge and skills needed to tell their own visual stories.

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