Animate to Harmony: The Independent Animator's Guide to Toon Boom

Adam Phillips
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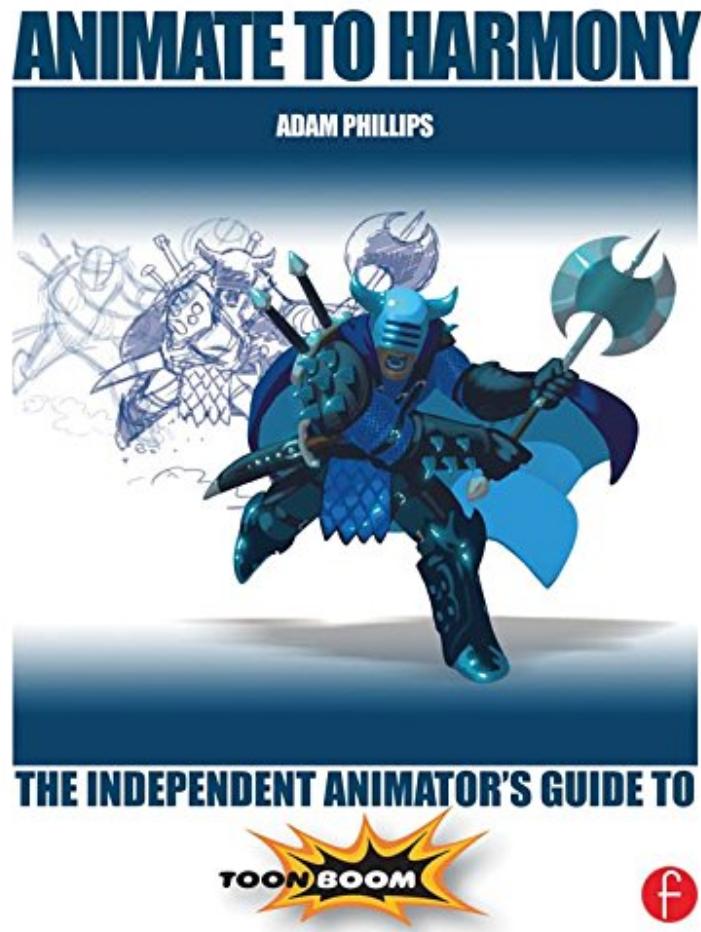
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Adam Phillips : Animate to Harmony: The Independent Animator's Guide to Toon Boom before purchasing it in order to gage whether or not it would be worth my time, and all praised Animate to Harmony: The Independent Animator's Guide to Toon Boom:

9 of 9 people found the following review helpful. Just what I was looking forBy G. StapletonPros:I am so appreciative of this book. I have waited quite a while for this to be made available. I have owned Toonboom Harmony for a year now and for the most part I have had to rely on the application User Guide and video tutorials. But this book has more of a personal feel to it. He goes over practical things that an artist would use everyday. The book is not high on tech speak which is good. Just teaching you how to work the application.If you ever visit the author's site he is very humorous and the book is no different. Just a relaxing read where you are getting things done. I enjoy specialized books such as this that teach me how to become more efficient with my software. Teaching you techniques where the

application functions become just another extension of yourself. Very natural.Cons:Unfortunately before the release of this book Harmony moved from 10.3 to 11 which has more features. But the base knowledge to get one going is still very prevalent.The next Con is the 3D capability. I simply CANNOT find solid tutorial material on the hybrid functionality of 2D/3D in Harmony. The manual and video tutorials provided by the company are very sterile. Not interesting at all. I had hoped to find that in this book, but no. The hybrid functionality seems to be highly sought after and Harmony is one of the few apps on the market that offers that feature. But, you cannot find anyone that is an expert that teaches it.Other than those issues this book is more than work purchasing. Such a needed source for Toonboom customers.2 of 2 people found the following review helpful. Not a manual, more awesomererer!By Bill RalensMost importantly, this is a book you WILL use. Ok, at first, honestly I was a bit disappointed when I got this book--I didn't get it. My expectation was a juicier version of the software manual because let's face it Toon Boom's manuals are a dry read. But as I started animating in Harmony, I kept grabbing the book. This book is not a manual, rather the author takes a pragmatic approach to teaching the software by walking you step by step through various projects. Want to get comfortable with the drawing tools? Ok, let's do an illustration project. Want to know more about the particle Fx modules? Ok, let's tweak the settings in one of the modules to get the effect we want. To sum it all up, you learn by doing but it's also a valuable reference as well.0 of 0 people found the following review helpful. Great for beginnersBy Ivy LunaA great begginers read to learn the in's and out's of ToonBoom. I used Animate to Harmony as a guide for my 2D Animation class and it helped to go back and look for ways to get my assignments done quicker.Animate to Harmony is a great guide for the Animation enthusiast who want to get their feet wet in getting ahead of everyone else.

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 Boomrsquo;s Animate, Animate Pro and Harmony programs, teaching you how to create high-quality 2D animation of all complexities. The main text focuses onfeatures 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.

About the AuthorWorking out of the Blue Mountains in New South Wales, Australia, Adam Phillips is an independent animation professional, creator of the Brackenwood series, and publisher of Bitey Castle. Through his website, bitey.com, Adam hosts tutorials and courses in animation, 2D special FX, Flash, and Toon Boom animation software. Adam worked as an animator and effects supervisor with DisneyToon Studios, Australia for eleven years before going independent to concentrate on his popular internet series, Brackenwood. Independent now for over a decade, his showreel spans a huge range of personal and professional projects including illustrations, comics, short stories, album covers, music videos, animation and game cinematics, for clients such as Ween, Kelloggrsquo;s, Riot Games, BioWare San Francisco, Rumble Games (KingsRoad), Wizards of the Coast (Dungeons and Dragons), and Bento Box (Bobrsquo;s Burgers).