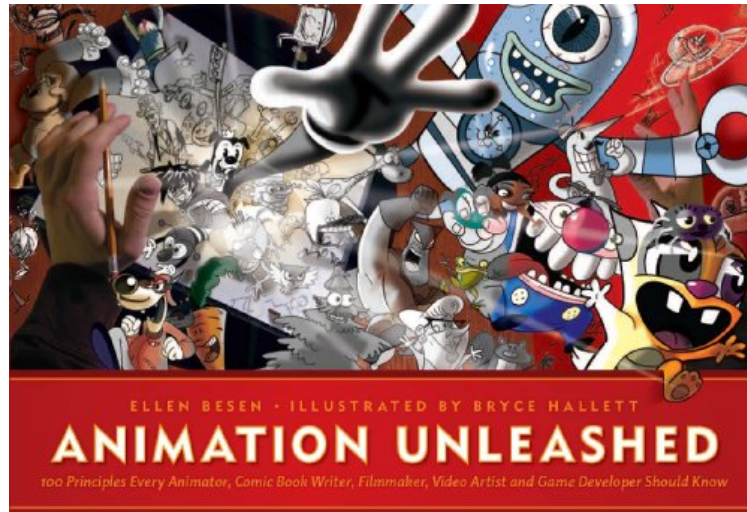


Animation Unleashed

Ellen Besen, Bryce Hallett

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Ellen Besen, Bryce Hallett : Animation Unleashed before purchasing it in order to gauge whether or not it would be worth my time, and all praised Animation Unleashed:

2 of 2 people found the following review helpful. An interesting look at the underlying purposes of animation. By Customer
There are plenty of animation books that cover the technical process of animation: keys, inbetweens, etc... but I don't know of one that focuses strictly on the purpose of animation and how best to use it. That's where Animation Unleashed comes in. This book seems geared less toward actually teaching you to animate and more toward simply showing you what animation is best at so that you can make the most of the medium. This book doesn't seem to be aimed at accomplished animators, but more for people in other related disciplines like comics or video games that could really benefit from knowing some of the underlying principles of animation. The book makes reference to a fairly diverse range of films to make its points. Several of the films mentioned are less well-known shorts largely from the National Film Board of Canada. Almost all of them can be easily found on Youtube. Ironically, one of the few I couldn't find was by the author herself. All in all, Animation Unleashed isn't a typical animation book, but if you're looking for a book that lays out the strengths of animation as a medium, this is a good one to have around.
2 of 2 people found the following review helpful. The Book So Nice I Bought It Twice By James Middleton
It is a struggle to find well-organized, single-volume sources for animation instruction that are both succinct (attention spans these days must be accommodated) and practical (not linked to a specific software). When an animation book can accomplish this in 240 pages and still be entertaining, well, it must have come from Ellen Besen. If you're starting out, the basics are all here, and if you're looking for a brush up on techniques, you'll find a lot to like as well. If you can master the contents, you can apply them to traditional animation, to Flash, to Maya, Toonboom, even my DOSsy Autodesk Animator Pro. A fine book.
0 of 0 people found the following review helpful. Not worth it. By G. Stapleton
I did not like this book. Extremely basic, Very disappointed. I returned immediately.

Animation is a powerful tool for communication. This book reveals key principles, useful for both professional and

beginner animators, which will help them harness the full power of this exciting and ever expanding medium.