



Timing for Animation

By Harold Whitaker, John Halas

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Timing for Animation By Harold Whitaker, John Halas

Written by two internationally acclaimed animators, this classic text teaches you all you need to know about the art of timing and its importance in the animated film. This reissue includes a new foreword by John Lasseter, executive vice president of Pixar Animation Studios and director of 'Toy Story', 'Toy Story 2', 'A Bug's Life' and 'Monsters Inc.' He sets the wealth of information in this classic text in context with today's world of computer animation, showing how this is a must-have text if you want to succeed as a traditional drawn, or computer animator.

Learn all the tips and tricks of the trade from the professionals. How should the drawings be arranged in relation to each other? How many are needed? How much space should be left between one group of drawings and the next? How long should each drawing, or group of drawings, remain on the screen to give the maximum dramatic effect? The art of timing is vital.

Highly illustrated throughout, points made in the text are demonstrated with the help of numerous superb drawn examples. 'Timing for Animation' not only offers invaluable help to those who are learning the basis of animation techniques, but is also of great interest to anyone currently working in the field and is a vital source of reference for every animation studio.

John Halas, known as the 'father of animation' and formerly of Halas and Batchelor Animation unit, produced over 2000 animations, including the legendary 'Animal Farm' and the award winning 'Dilemma'. He was also the founder and president of the ASIFA and former Chairman of the British Federation of Film Societies.

Harold Whitaker is a professional animator and teacher. Many of his former students are now among some of the most outstanding animation artists of today.

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Timing for Animation By Harold Whitaker, John Halas Bibliography

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Editorial Review

Review

"Halas and Whitaker's 'Timing for Animation' was, and still is, without a doubt, the best book for students of the art of animation. I can't recommend it highly enough."

Bob Godfrey, Oscar winning leading animated filmmaker and author.

"Secrets of 'action timing' lucidly explained and demonstrated by two of Britain's most highly respected and adept practitioners. An essential primer for both traditional and C.G. animators."

Ken Clark, animation historian and writer

"...this is the only publication devoted wholly to one of the most vital concepts in the art of animated film... The book is a vital source of reference for students as well as every studio and every animator... Buy it! You won't be sorry!"

Pat Raine Webb, The Dope Sheet, ASIFA (www.asifa.net)

"The principles of timing laid out in this book are more applicable (now) than ever before."

John Lasseter, Academy Award-winning director and animator, Pixar Animation Studios.

"Timing for Animation is a great book - it's saved me many times. It's also easy to keep around for reference, it's not a huge coffee-table bible sized book made to impress. It just gives the facts, numbers and formulas and a few drawings to illustrate. Made by animators for animators."

Webster Colcord, www.webstercolcord.com

"...anyone already studying or working in animation (as well as self taught computer animators) will find this book indispensable both to study and for reference."

MC Rebbe, www.thetechnofile.com

"A must-have for an animator's reference library"

Amazon.com review

"This is a must buy for future animators!"

Amazon.com review

"This is the bible for any serious animator. Although it was principally written for 2D animation, this book has crucial information for any animator (2D, CGI or model animation). It explains simply and clearly how to time a walk or a run; how to give your character a sense of weight; how force is transmitted; the effects of friction; spacing -and much more. The new foreword by John Lasseter puts these traditional skills in today's context, and gives praise where it is due. Every animator, would-be animator, animation studio and animation course should have this book."

Amazon.co.uk review

"If you only ever buy one animation book in your life - get this one. Timing for Animation gets down to the nuts and bolts of what animations about, and that's timing. Buy it!"

Amazon.co.uk review

From the Publisher

Learn all the tips and tricks of the trade from the professionals. How should the drawings be arranged in relation to each other? How many are needed? How much space should be left between one group of drawings and the next? How long should each drawing, or group of drawings, remain on the screen to give the maximum dramatic effect? The art of timing is vital. Highly illustrated throughout, points made in the text are demonstrated with the help of numerous superb drawn examples. 'Timing for Animation' not only offers invaluable help to those who are learning the basis of animation techniques, but is also of great interest to anyone currently working in the field and is a vital source of reference for every animation studio. John Halas, known as the 'father of animation' and formerly of Halas and Batchelor Animation unit, produced over 2000 animations, including the legendary 'Animal Farm' and the award winning 'Dilemma'. He was also the founder and president of the ASIFA and former Chairman of the British Federation of Film Societies. Harold Whitaker is a professional animator and teacher. Many of his former students are now among some of the most outstanding animation artists of today.

About the Author

BAFTA-nominated professional animator and educator for 40 years, many of his students number among today's most outstanding animation artists.

Known as the "father of animation" and formerly of Halas and Batchelor Animation unit, John produced over 2000 animations, including the legendary "Animal Farm" and the award winning "Dilemma". He was also the founder and president of the ASIFA and former Chairman of the British Federation of Film Societies.

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Kermit Moors:

As people who live in typically the modest era should be upgrade about what going on or info even knowledge to make these keep up with the era that is always change and move ahead. Some of you maybe can update themselves by examining books. It is a good choice for you personally but the problems coming to you actually is you don't know what kind you should start with. This Timing for Animation is our recommendation to make you keep up with the world. Why, because book serves what you want and need in this era.

Gertrude Hoskins:

A lot of people always spent their very own free time to vacation or go to the outside with them loved ones or their friend. Were you aware? Many a lot of people spent many people free time just watching TV, or even playing video games all day long. If you wish to try to find a new activity that's look different you can read a new book. It is really fun to suit your needs. If you enjoy the book you read you can spent the entire day to reading a book. The book Timing for Animation it is extremely good to read. There are a lot of folks that recommended this book. They were enjoying reading this book. If you did not have enough space to deliver this book you can buy the particular e-book. You can m0ore simply to read this book from your smart phone. The price is not to cover but this book provides high quality.

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