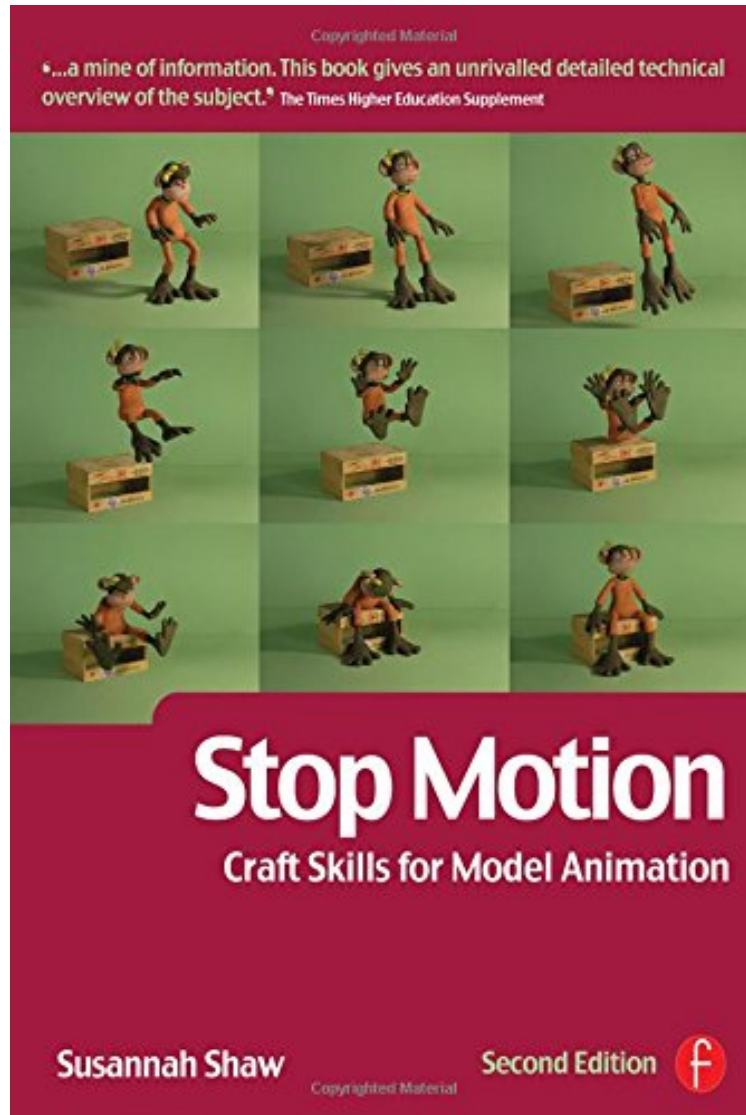


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Stop Motion: Craft Skills for Model Animation (Focal Press Visual Effects and Animation)

Susannah Shaw

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Susannah Shaw : Stop Motion: Craft Skills for Model Animation (Focal Press Visual Effects and Animation) before purchasing it in order to gage whether or not it would be worth my time, and all praised Stop Motion: Craft Skills for Model Animation (Focal Press Visual Effects and Animation):

6 of 6 people found the following review helpful. Love this book, terrific primer for beginners By Will Kalif Stop motion animation, by it's very nature is a multi skill endeavor. You need to know about timing, how bodies move, the

effects of gravity, how to shoot video, how to take pictures, how to tell a story, and how to make movie sets and miniature figures! Wow, that seems like a lot and I hope I didn't scare you off. My point is that stop motion entails a lot of different kinds of things --- And this book touches on all of these things. And it does it very nicely. You get a little bit of the history of stop motion and learn about some of the seminal works in the genre. And you get good information about how to make things move in a way that looks natural. And you get some good information about lighting, building sets and building figures. This is simply an excellent introduction to actually doing stop motion animation. I used this book to make a short animation. You can't go wrong and if you don't know much about how to do animation but want to learn this is a great place to start. Highly recommended. It covers a lot of technical stuff in an easy to understand and not so technical way which is just terrific. Whether you are an amateur or aspiring professional you will benefit from this book. 0 of 0 people found the following review helpful. actually useful guide By unpreparedtodie Great book on the practical side of making stop motion. Doesn't assume you'll have access to top of the line gear to get yourself going. A very useful, practical resource 0 of 0 people found the following review helpful. Four Stars By Michael Lots of good info.

To make great animation, you need to know how to control a whole world: how to make a character, how to make that character live and be happy or sad. You need to create four walls around them, a landscape, the sun and moon - a whole life for them. You have to get inside that puppet and first make it live, then make it perform. Susannah Shaw provides the first truly practical introduction to the craft skills of model animation. This is a vital book in the development of model animation which, following the success of Aardman's first full-length film, *Chicken Run*, is now at the forefront of modern animation. Illustrated in full colour throughout you are shown step by step how to create successful model animation. Starting with some basic exercises, you will learn about developing a story, making models, creating set and props, the mechanics of movement, filming, postproduction and how to set about finding that elusive first job in a modern studio. Susannah Shaw is Programme Development Manager for the Animated Exeter festival. She was head of the Bristol Animation Course from 1996 to 2000 at the University of the West of England and former camera assistant at Aardman (working on 'A Close Shave' among other films).

"...a mine of information. This book gives an unrivalled detailed technical overview of the subject."--The Times Higher Education Supplement "Don't attempt stop motion before you read this book! Susannah has covered everything in this no-nonsense approach to the industry."--Richard Goleszowski, director of Creature Comforts, Aardman Animations