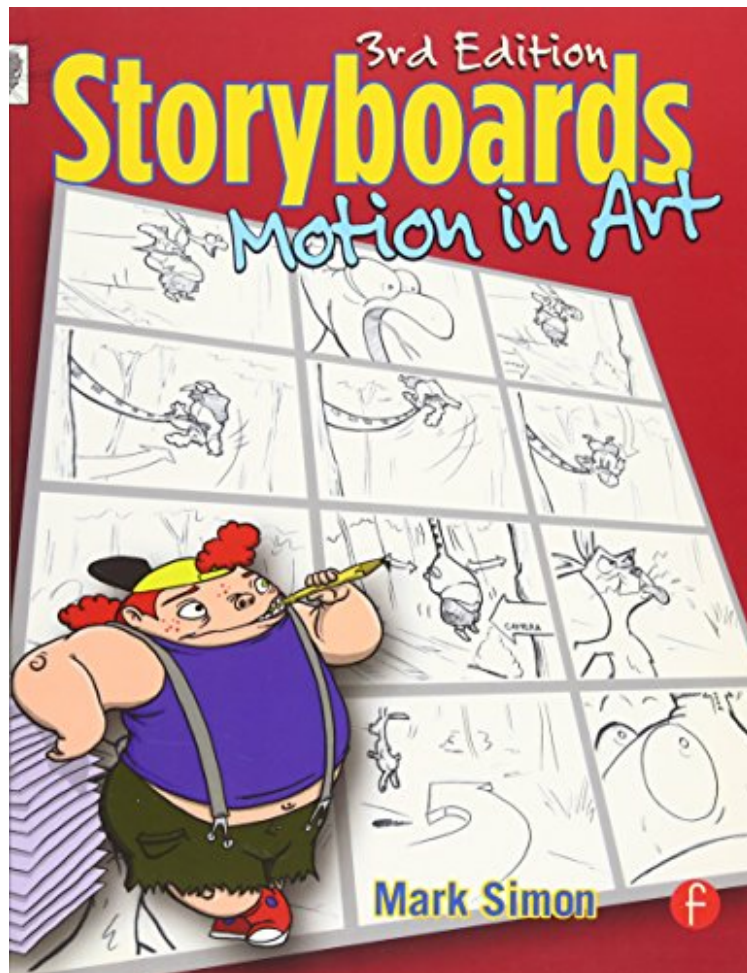


Storyboards: Motion in Art, Third Edition

Mark A. Simon

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Mark A. Simon : Storyboards: Motion in Art, Third Edition before purchasing it in order to gage whether or not it would be worth my time, and all praised Storyboards: Motion in Art, Third Edition:

0 of 0 people found the following review helpful. Great book for a text book.By Willie jimenezI only got this for school. first thing I got to say is it was a lot thicker than any other other book I've read on the subject. really had a lot of information.I really liked the book and I found a lot of info that I haven't really read anywhere else. or at least it was more detailed then some of the other book went into, that stayed more general in curtain subjects.the real complaint I have is that the book is a bit old. even though it's been updated with new editions the book still reads like it's old. also a lot of the art was over used in different sections. I would have liked to see new art more examples instead of reusing the stuff used before as fill in.it was a great book. had everything my teacher needs to teach But I personally feel there are newer books made by collages that read a lot better. But its a great text book and it's not like it's missing anything.1 of 1 people found the following review helpful. Great BookBy Loretta J. arthrellI knew it would be good because it

was my son's online book at his college. I liked it so well I wanted him to have a copy he could keep. The author has experience and is truthful and honest about how hard it is to be a storyboard artist, and how hard you have to work to become one. The best part about the book though is that he gives good information and shows you how to actually do it. It has the advice needed for someone who really wants to practice at becoming a storyboard artist. 0 of 0 people found the following review helpful. Nice Book, Great Examples! By Cody Meador Great book for the newcomer to Storyboarding. Mark Simon is a clear representative of his craft and has good knowledge about the field with great examples from life that he and others have come across within this field. Thanks-- Mark S.!

Among the most useful tools in the production of any TV show or film is the storyboard, which is the visual blueprint of a project before it is shot. The director's vision is illustrated in the manner of a comic strip and handed on to the crew for purposes of budgeting, design, and communication. Storyboards: Motion in Art 3/e is an in depth look at the production and business of storyboards. Using exercises, real-life examples of working in the entertainment industry, interviews with people in the industry, and sample storyboard drawing, this book will teach you how to : * Develop and Improve your boards * Work with directors * Develop your resume and your portfolio * Market your talent * Create and improve a storyboard using computers Packed full of practical industry information and examples, this book will help the reader improve their skills to either land their first assignment or advance their career.

"With more than 20 years of experience in storyboarding, production designing, producing, directing, animating, a definitive book, and multiple lectures, Mark is widely regarded as one of the nation's leading storyboard artists and scholars." - Bauhaus Software "Simon aims to help artists develop and improve their skills, collaborate with directors, build their resumes and portfolios and market their work. Let's not forget Simon's efforts to inform artists of the latest industry knowledge, and help them create and improve their storyboards with computers." - Bauhaus Software The new edition of Mark Simon's Storyboards, Motion in Art is a pretty comprehensive book. Not just about animation storyboarding, it also covers live action, gaming, theme-Park boards, laser show boards and advertising storyboards, he has written 64 chapters, appendices, a preface, an intro and actually starts the book with two pages of acknowledgements that include not only names and addresses, but websites and emails too. This author does his research! This entire book is just as comprehensive and reads somewhat like a textbook with a sense of humor. Exercises are grouped at the end of the book rather than with each chapter. Everything is illustrated very well, in both BW and color. At the end are some wonderful interviews. - Libby Reed, Animation World Magazine, April 2007 From the Publisher Using exercises, interviews, real-life examples from the entertainment industry, and many sample drawings, this book teaches you how to: - Develop and improve your boards - Work with directors - Develop your resume and portfolio - Use computers to create and improve a storyboard A multi-artist storyboard experiment shows how different artists interpret the same scene, allowing readers to compare the different visions each artist can bring to a production. Storyboard samples show rare glimpses into the hidden production of some favorite films and tv shows. About the Author Mark Simon founded and owns AS Animation, Inc., an award-winning cel animation house in Florida and Animatics Storyboards, Inc., the largest storyboard house in the southern United States, which has provided work on over 1,200 productions. Mark's accomplishments range from being the owner of an award-winning advertising firm, to a syndicated cartoonist, production designer of film, TV, and animations and writing entertainment industry books and lecturing. Having won over 30 animation awards for his efforts, Mark has directed TIMMY'S LESSONS IN NATURE, MY WIFE IS PREGNANT, A MESSAGE FROM GOD, and SUBURBAN CINDERELLA, numerous commercials, training videos and television series special effects. Mark also teaches at the DAVE School (Digital Animation and Visual Effects) located at Universal Studios Orlando. AS Animation develops and produces animation for commercials, TV, training videos and the web. The AS team has produced award-winning shorts and commercials, shows for Nickelodeon and Cartoon Network, and designed sets and special effects on live-action feature films. Prior to its release, AS has participated in the development of DigiCel Flipbook Pro, the fastest growing digital ink paint software in the industry. Mark's animation and storyboarding articles have appeared in various industry magazines and he's the author of STORYBOARDS: MOTION IN ART, 2nd Edition, published by Focal Press. Visit the authors website at www.FunnyToons.tv