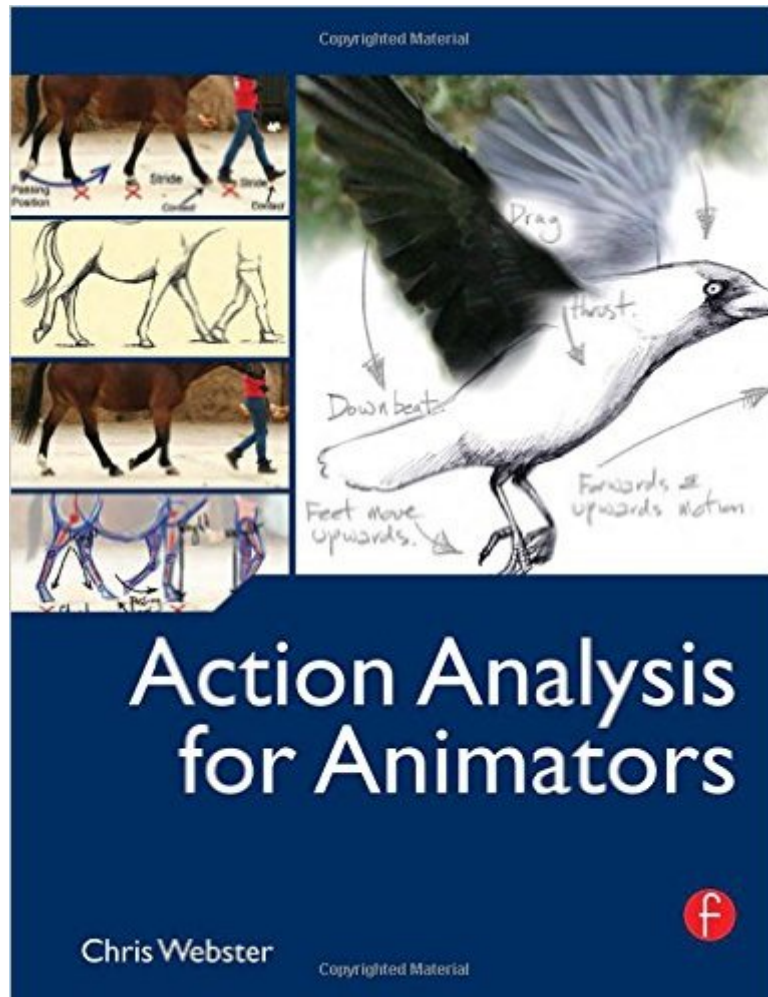


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# Action Analysis For Animators



## Synopsis

Action Analysis is one of the fundamental principles of animation that underpins all types of animation: 2d, 3d, computer animation, stop motion, etc. This is a fundamental skill that all animators need to create polished, believable animation. An example of Action Analysis would be Shrek's swagger in the film, Shrek. The animators clearly understood (through action analysis) the type of walk achieved by a large and heavy individual (the real) and then applied their observations to the animated character of an ogre (the fantastic). It is action analysis that enabled the animation team to visually translate a real life situation into an ogre's walk, achieving such fantastic results. Key animation skills are demonstrated with in-depth illustrations, photographs and live action footage filmed with high speed cameras. Detailed Case Studies and practical assignments ground action analysis methodology with real life examples. Action Analysis for Animators is a essential guide for students, amateurs and professionals.

## Book Information

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## Customer Reviews

This book seems more like art animation action drawing then for computer animation. I saw very few references to computer animation of any kind, involving software animation techniques in this book. What I did see, is hundreds of photos, and rough drawings, of humans and animals in action sequences of some kind. Some were walking, running, jumping, or expressing a facial pose that represented an emotion. All of this might serve, to give the author a reference point, to create creatures or humans in some degree of natural movement. The book has some very logical

divisions, it starts with a study of motion, then a section on the science and dynamics of movement. From there, it jumps into a large section on animals in motion, then figures (basically humans) in motion, then action in performance (acting), then an analysis of actions, and finally research. For the artist, I can see this as reference for those elements of action, in figures or animals, that might not be their best practiced skills. Some people like to draw backgrounds or still life's, others draw people well, still others, animals, still others, action sequences. All these may be required, for animation sequences used in computer generated, animated film or videogames. While this book does not do a lot to address the end product, it does do something nice, for getting the look and action sequences created, to play right. That is, to look natural, the way people, or animals, actually do move and interact. Aside from those observations, the book itself is constructed with high quality glossy, low acid paper, and a high quality paper cardstock cover and binding. This type of book may even outlast many hard-bound books with this quality.

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