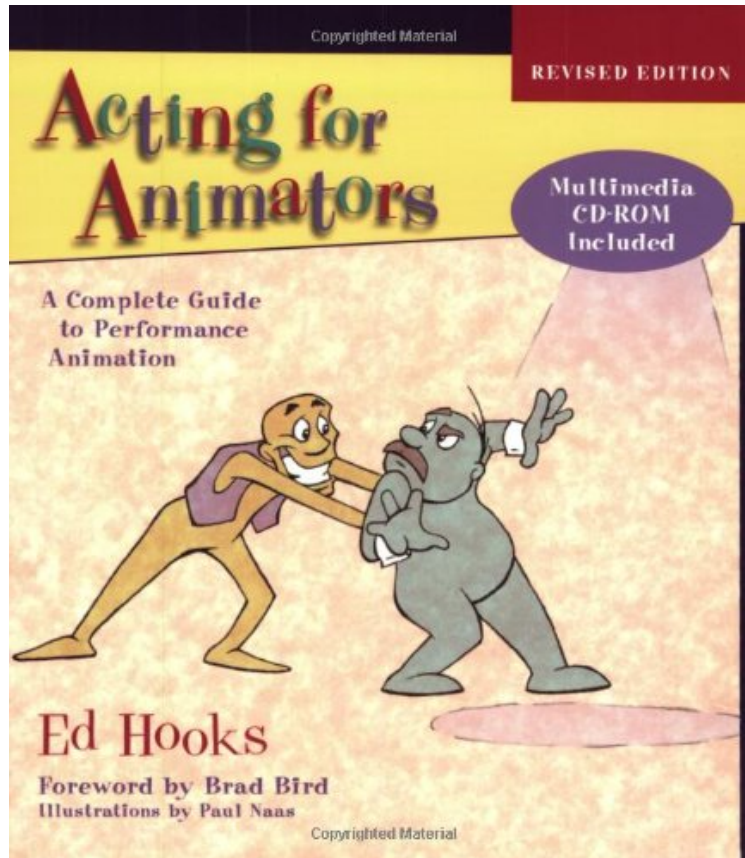


# Acting for Animators, Revised Edition: A Complete Guide to Performance Animation

Ed Hooks

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**Ed Hooks : Acting for Animators, Revised Edition: A Complete Guide to Performance Animation** before purchasing it in order to gage whether or not it would be worth my time, and all praised Acting for Animators, Revised Edition: A Complete Guide to Performance Animation:

0 of 0 people found the following review helpful. Great StuffBy AnimatorGuyI am an animation student beginning my study of acting. This book has proved invaluable. It takes you through step by step how to act out a scene (showing the difference between live acting and animated acting when possible). It briefly touches on the Laban acting method which I had never heard before and tells you just enough to let you know you don't know anything about it. The CD accompanying the book shows some video samples of Laban which seemed pretty obvious and unnecessary. It didn't take away from the book. Just didn't add anything for me.I've heard from so many animators that complain they weren't taught acting. This book is as close to an acting workshop as you'll ever get.0 of 0 people found the following review helpful. biased review since I attended the author's lecture on the subjectBy Homey Wan KenobiEd Hooks is a wonderful guy that really knows his stuff when it comes to this particular field of study. His lecture basically covers

his book but is worth hearing him tell stories about the studios he's visited and the people he meets. For a deep dive, I recommend students to follow up his book with a book on body language that law enforcement use. I forget the name but it's here on as well. 0 of 0 people found the following review helpful. IT'S ALL ABOUT THE CHARACTER By Diego This book is very important for who is just starting or for who is already in business for awhile. Sometimes we're worried too much with body mechanics, arcs, timing, etc.. and we forget about the most important, THE CHARACTER! The character and telling the story are the reason of animating after all, your animation must work accordingly. The books helped me a lot with mindset to approach it wisely.

This revised edition offers the theories and practices Hooks has developed in his workshops, with expanded coverage of acting in video games, story structure, and the work on emotion in the human face being done by Paul Ekman.