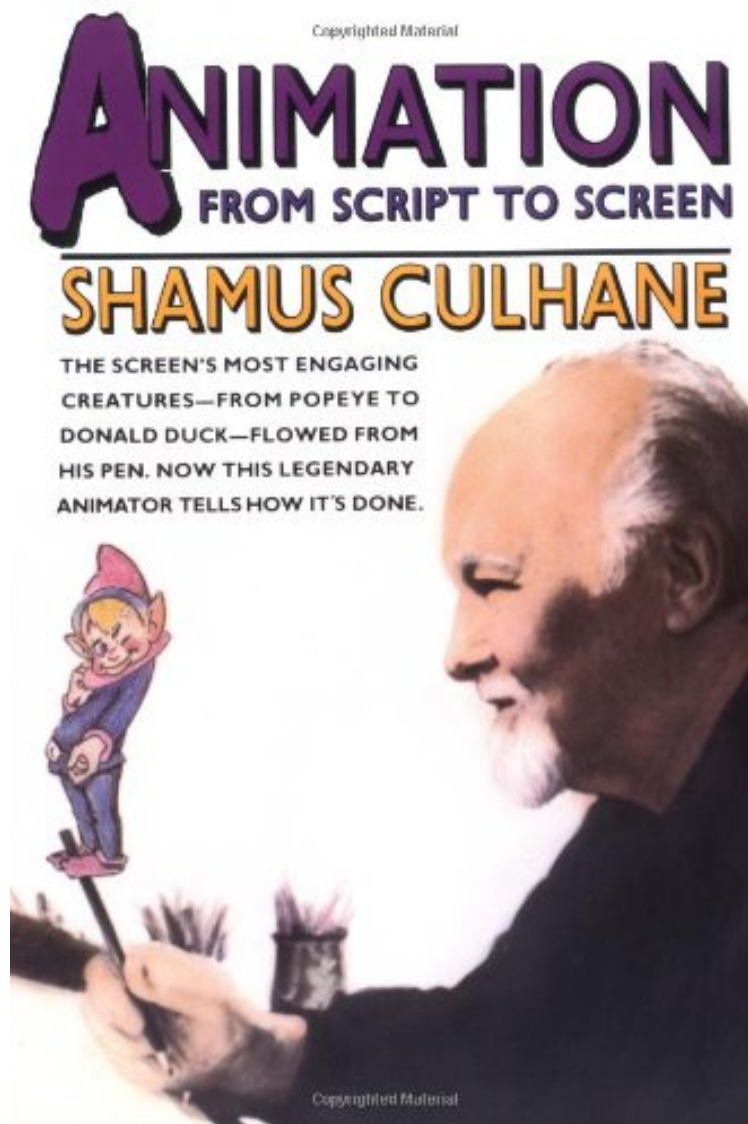


(Download) Animation: From Script to Screen

Animation: From Script to Screen

Shamus Culhane

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#1279914 in Books St. Martin's Griffin 1990-08-15Ingredients: Example IngredientsOriginal language:EnglishPDF # 1 9.08 x .95 x 6.201, 1.10 #File Name: 0312050526336 pagesGreat product! | File size: 58.Mb

Shamus Culhane : Animation: From Script to Screen before purchasing it in order to gage whether or not it would be worth my time, and all praised Animation: From Script to Screen:

1 of 1 people found the following review helpful. A definiteBy Terri RowleyMr. Culhane's book is a must and has been for a while on the shelves of most of the past and presents animators and students. He is one of the only ones that has taken the time to express what it takes if one cannot garner experience, connections, and a portfolio through

traditional schooling. It is highly recommended, but anything is possible! He goes through a briefing of the entire process, and this is probably one of the great touches of script writing that is available from an artist. 1 of 1 people found the following review helpful. Five Stars By ADMCGreat insight to animation pipeline of the days passed, still this has core concepts still used today. 0 of 0 people found the following review helpful. Very informational book By CustomerIt's a little beat up, but I knew that the book was used anyways, so I wasn't disappointed. When it comes to books, the most important thing is what you learn from the book. And this book is really great (a little dated, but the concepts still apply) and has a lot of information.

Shamus Culhane, the animator who made the dwarfs in Snow White, achieves something few are able to: He makes it possible to learn a concrete skill from a book. Covering every aspect of film animation, from basic mechanics to giving creativity full play, and including writing, recording, acting, dialogue-even how to manage an animation studio of one's own, Culhane fulfills the promise of his title-"from script to screen." Animation contains more than 130 illustrations, from the work of leading animators worldwide (including the author himself) to sketches that teach and graphic exercises for hands-on experience for the novice.

From Library Journal This is basically a text for the tyro animator. Culhane, for many years with Walt Disney, discusses the role of each member of an animation team and the uses of computers, storyboarding, and music. Although he writes from his vast experience, the digressive and somewhat lecturing style is an impediment. For libraries having works such as Raul Da Silva's *World of Animation* (Kodak, 1979), Kit Laybourne's *Animation Book* (1978. o.p.), Frank Thomas and Ollie Johnston's lavish *Disney Animation* (LJ 12/15/81), and John Halas and Roger Manvell's older but still useful *Technique of Film Animation* (1976, 4th ed. o.p.), this is probably not essential. A better book by Culhane is his memoir, *Talking Animals and Other People* (LJ 3/1/86).- Roy Liebman, California State Univ. Lib., Los Angeles Copyright 1989 Reed Business Information, Inc. "The book...is a model of clarity and comprehensiveness. You will be astonished by how much information is to be found in [its] pages." --Robert Edmonds, Professor, Columbia College, Chicago "If this was Japan...Shamus Culhane would be considered a national treasure...." --Richard Rauh, President, The Optical House ASIFA/New York "I highly recommend that anyone who is interested in learning the art of animated cartoon production study this book." --Walter Lantz, creator of "Woody Woodpecker"