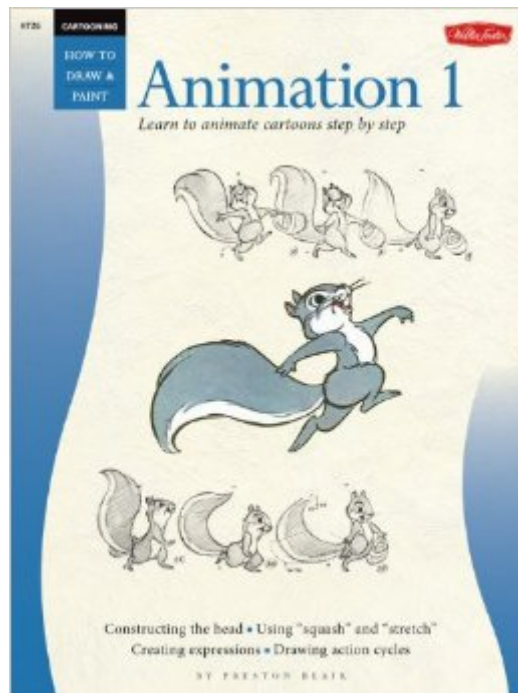# Animation 1: Learn To Animate Cartoons Step By Step (Cartooning, Book 1)

Synopsis

"Let world-renowned animator Preston Blair introduce you to the magical world of cartooning and animation! Whether youÃ†re creating traditional or computer art, you'll find valuable information in this book, which covers the most important aspects of cartooning, such as working out layouts, planning scenes, and synchronizing mouth action. It also provides instruction on drawing a variety of believable animated characters, with tips on using lines of action to create realistic motion. Widely considered one of the best cartooning references available, this book is an essential library addition for every aspiring animator."

Book Information

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Customer Reviews

What more can I say about the Preston Blair book? Only that the trade paperback version is long overdue. This edition combines the two paperback versions into one and though it could have used some editing, you have everything at your fingertips. Blair's 1980 update of his 1942 classic was the better of the two books, and readers should be aware that some information in the book is contradictory, but otherwise this is without question still the best textbook on character animation yet published.There are some weak spots. Be aware that Blair's 'guide to lipsync' has misled generations of animators and should not be taken as gospel. Synchronizing mouth action has more to do with the type of character you are working with and the type of acting you are performing; there are no 'formulas'. Once you know this, you can follow the instructions in theory without imitating the grossly overstated mouth actions in this book.Layout and scene planning are handled

cursorilly, though there is more information in the newer section. Teachers should supplement this work with other volumes. I have found it the best for Animation I students, with the more advanced ones proceeding to Shamus Culhane's ANIMATION FROM SCRIPT TO SCREEN.Generations of artists have learned animation acting and timing from Preston Blair. It makes no difference if you use a computer or a pencil. If you are trying to create a living, believable character on screen, this is the best place to learn the basics.

I have been drawing cartoons and doodling for years and could never figure out why my flat drawings didn't look as good as the masters from the "golden age". (almost all comic strips nowadays look flat too, so people just accept that it's how they are supposed to be). Well taking the advice from John K's blog, I bought this book and basically started over from scratch. The basis of Preston Blair's technique is starting with an egg or circle with 2 lines in it and making the characters face from there. You wouldn't believe how it makes the images pop out, and how much easier it is to draw them from different perspectives all the while keeping your characters consistent. Other techniques are how to draw cartoon hands, facial expressions, and body positioning. If you are an amateur cartoonist looking to refine your work, buy this book now. Best 8 dollar investment you will ever spend.

The book is arranged like this: Drawing principles, character design, then animation. The principles are about constructing forms and wrapping guidelines & features around them properly, facial expressions, building a simple skeletal foundation, how bodies can be drawn, and hands!The character design section is small, but brilliant. There are great example drawings to work from and trust me when I say the characters are pleasing to look at.As for the animation section, it's got the essentials for walks, runs, understanding squash & stretch and line of action in movements. It might not have enough movements as one may want, but really, using what you learn here to analyze actions from life will enable you to learn how any movement can be strengthened for animation. I actually haven't started animating yet (still doing the drawing sections), but I know I'll be perfectly fine with just this. Harold Whitaker's "Timing For Animation" does seem like it could be a perfect supplement to this though, so you might wanna check that out as well.Other pages include things about dialogue phonemes, takes (when's the last time anyone's seen a Tex-Avery-style reaction in a cartoon? learn this and bring it back!) pointers on animation, and, best of all, TONS of characters to practice from.The book is only eight bucks and, being from Preston Blair, a genius from the golden-age era of animation, you can't go wrong. Buy it, follow everything that he says, draw from

each drawing in the book until the concepts seep in, and make some cartoons. Even if you wanna draw comic strips and/or comic books, get this now!

I have owned a copy of this book since I was about six years of age. (I am Fifty Three now)I am pleased with the new edition, the paper quality alone made this worth the purchase. (My old copy had come up missing after all these years.Mr. Blair has given me a great foundation and starting point for all I have drawn over the years. I still consult this from time to time even today.A must have for a young artist, or anyone looking to start cartooning or any other form of art. The basics are all here!

looks exactly like the picture, and is very helpful. Perfect condition and was handle well. It can easily bend so be careful, and pray that the mail man doesn't bend it during the transfers. I will say that depending on how you look at it, this book can help you but it may not be for beginners. It really just shows you step by step animating of a character but not much in describing and or writing at all.

This book assumes that you can already draw well and you're comfortable drawing n-turns of characters. I wish it broke down tips of shaping a character and the angles better. The book is also huge! I mean it's the size of a souvenir book. So don't count of reading in on the subway. Great help for you artists that can already figure draw though!

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