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Simplified Drawing For Planning Animation

SIMPLIFIED DRAWING FOR
PLANNING ANIMATION

by Wayne Gilbert Anomie Entertainment Ltd.
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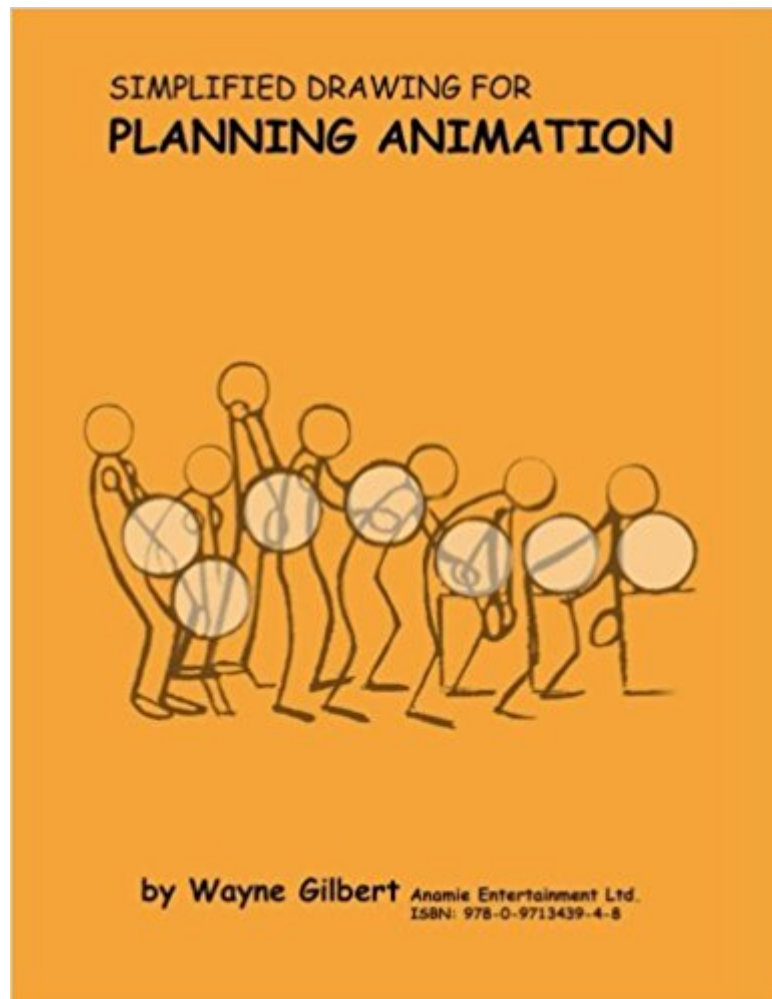
Synopsis

Simplified Drawing for Planning Animation is packed with information about drawing the human form in a simplified way, for animators, illustrators, character designers and comic artists. It emphasizes simplified structure, balance and posing with sequential images. This book is used by animators at ILM, Walt Disney, Blue Sky, EA and many more. It has been required text at animation schools since 1999. This is an updated version with more character design information and animated examples from planning notes. It is a must-have book for animators and artists in all fields, perfect for experienced artists and beginners.

Book Information

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Customer Reviews

As most animators do, I have a lot of books on animation. This one is probably the very best bang for the buck of all the books I've seen. It covers so much more than "just" animation planning, with terrific examples and clear information about force, posing, and animation in general. It's one of the few animation books that I regularly refer to and recommend to my fellow animators.If you are interested in animation or illustration and don't have this book, you are missing a great opportunity to grow as an artist. Best of all, it's a really fun read. Don't miss this one!

[...]This book is an excellent reference book for artists who need to design character action for animation.I recommend it highly, and it is available for direct sale from the author at a reasonable price.Kathleen Quaife

This book covers planning animation in a way I've not seen in other books. It makes sense. I found the information insightful. If you don't mind spending so much for it, it's a good book. Short but good.

I think there are some really great tips, however, I really disliked the whole, reverse chronological order. It just made it cumbersome and the point was missed. I think the writers could have formulated a better presentation on the topic with a traditional work my way through approach. Instead, they ask you to read through front to back, then work your way from back to front on the exercises.

If you are an animator or are studying animation, this book is invaluable. Wayne Gilbert has decades of animation experience behind his observations, and I couldn't recommend it more highly.For me, as an animator, it's a no-brainer to have this on my shelf with me at work. It covers far more than "just thumbnails," and does a great job of simplifying complex concepts such as force and you'll really get a great feel for what happens in the body when it's lifting something heavy orhanging or fighting.I can't tell you how many professional animators I know who swear by this book.It's short, but awesome. [...]

I got a copy of this book when Wayne came to our school to presented a one day master class. I have recommended it my students ever since. I re-read it about once a year just to re-center myself. It's filled with good advice of the most practical sort. I strongly feel that it should be on every animator's bookshelf.

This book demonstrates how to clearly show character actions through thumbnailing / sketching, and how to do so in a SIMPLIFIED way. It's pretty surprising how much expression you can get out of just a few strokes of the pencil. The sketches to illustrate these techniques are pretty inspirational.There are several references to anatomy books included for readers who want to further refine their skills.This little book is somewhat difficult to find now. Anyone interested in purchasing should try emailing Wayne Gilbert directly.

I am completely satisfied with the book. Good insights and clear illustrations. A bit pricey, but it looks like it is discontinued. If you are serious about learning animation, I recommend it. Got it used for ~ $60

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