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Animation The Mechanics Of Motion

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Animation: The Mechanics of Motion by Chris Webster ...

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Animation: The Mechanics of Motion

Animation: the Mechanic of Motion is an impressive textbook that should be a big help to animation students. Animation: The Mechanics of Motion by Chris Webster. Burlington, MA: Focal Press, 2005. 259 pages, includes Mac/PC CD-ROM. ISBN: 0-240-51666-4 (\$36.95).

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Stop Motion. Stop motion encompasses claymation, pixelation, object-motion, cutout animation, and more. But the basic mechanics are similar to the traditional style like a flipbook. However, instead of drawings, stop motion adjusts physical objects in each frame.

What is Animation? Definition and Types of Animation

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Physics Animations

Ideally "Mechanics of Motion" would be a successor to Animator's Survival Kit, building on basic animation principles while going in-depth and breaking down different forms of movement. And while this book covers a lot of ground, it could've gone a lot farther.

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Character animation involves more than the principles of animation and the mechanics of motion. Unique, believable characters that think, feel and captivate your audience are ones that involve emotion, performance, personality, acting and story. Successful animators balance all of these elements within a single character and narrative.

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