

Thinking Animation: Bridging the Gap Between 2D and CG

By Angie Jones, Jamie Oliff

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Learn how to think before you animate. Thinking Animation is a one-of-a-kind book that emphasizes how artists can use traditional animation techniques and principles with the computer generated animation technology of today. Written by seasoned animators with experience in both 2D and CG, Thinking Animation is an exquisite guide aimed at experienced animators; however, the skills taught within are still accessible and valuable to the novice animator. This full-color book includes numerous interviews with experienced contributing authors from a wide range of backgrounds, including stop-motion, visual effects, traditional animation, and CG. Thinking Animation is non-software specific. It contains a history of the field of animation as well as insight into how CG studios operate. It embraces the future of animating with the computer while still retaining the core values that traditional animators use as formulas and principles.

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Review
PART I. Foundation 1. Fleas on the Shoulders of Giants 2. Tell Me a Story 3. The Good, the Bad, and the Just Plain Annoying PART II. Animation 4. The Thursday Animator 5. Every Frame Counts 6. Acting in the Moment, Again and Again and Again PART III. And Now a Word from the Producer 7. Studio Politics: When Push Comes to Stab 8. The End of the Beginning 9. Indexes PART IV. History and Production Notes

About the Author
Angie Jones began her animatioin career at a San Diego studio of more than 150 traditional animators. As a female animator, she was a novelty. Even rarer at this traditional studio was her willingness to create animation with a computer. although she was trained at a fine art school, she readily embraced the computer and for the past ten years she has worked on several productions, including Stuart Little 2, Disney's 50th anniversary commercials, Oddworld: Abe's Exoddus, Garfield, Dino Crisis 3, Scooby Doo 2, Xmen 2, and National Treasure.

Jamie Oliff was trained in classical animation at Sheridan College of Art and Design and has worked in the animation industry for more than 20 years. An award-winning director and long-time feature film animator, his credits include the first season of The Ren & Stimpy Show, many feature-length animated pictures such as the Hunchback of Notre Dame, Mulan, Hercules, The Emperor's New Groove, and CGI animation on titles ranging from Kangaroo Jack to Scooby Doo 2, and National Treasure.

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