The Fundamentals of Animation (Required Reading Range)

Paul Wells, Samantha Moore

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Packed with examples from classic and contemporary films, *The Fundamentals of Animation* presents each stage of the animation production process in an engaging visual style, whilst providing an historical and critical context for four core disciplines: drawn/cel; 2D/3D stop-motion; computer generated; and experimental animation.

With insightful commentary from leading animators, the book also introduces you to the many different career paths open to aspiring animators (from storyboard artist or character designer to VFX artist or writer and director). It also provides you with key tips on honing your CV and producing engaging portfolios and show reels.

- Illustrated with over 300 images, including preliminary sketches, frame-by-frame analyses and shots of animators at work.

- Now explores the animated documentary genre and the role of visual effects and gaming in contemporary animation.

- Features more than 20 interviews from a range of international practitioners including Pete Docter, Director, *Monsters, Inc.* (2001), *Up* (2009) and *Inside Out* (2015).

Contributors
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