Animation from Pencils to Pixels: Classical Techniques for the Digital Animator

By Tony White

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Just add talent!

Award-winning animator Tony White brings you the ultimate book for digital animation. Here you will find the classic knowledge of many legendary techniques revealed, paired with information relevant to today's capable, state-of-the-art technologies.

White leaves nothing out. What contemporary digital animators most need to know can be found between this book's covers - from conceptions to creation and through the many stages of the production pipeline to distribution. This book is intended to serve as your one-stop how-to animation guide. Whether you're new to animation or a very experienced digital animator, here you'll find fundamentals, key classical techniques, and professional advice that will strengthen your work and well-roundedness as an animator.

Speaking from experience, White presents time-honored secrets of professional animaton with a warm, masterly, and knowledgeable approach that has evolved from over 30 years as an award-winning animator/director.

The book's enclosed CD-Rom presents classic moments from animation's history through White's personal homage to traditional drawn animation, "Endangered Species." Using movie clips and still images from the film, White shares the 'making of' journal of the film, detailing each step, with scene-by-scene descriptions, technique by technique. Look for the repetitive stress disorder guide on the CD-Rom, called, "Mega-hurts." Watch the many movie clips for insights into the versatility that a traditional, pencil-drawn approach to animaton can offer.

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Editorial Review

Review

"Tony White's newer books: Animation from Pencils to Pixels: Classical Techniques for the Digital Animator, and How to Make Animated Films: Tony White's Complete Masterclass on the Traditional Principals of Animation are just as excellent. The Complete Masterclass title contains much of what is in The Animator's Workbook along with much more. Animation from Pencils to Pixels is a much broader book. It covers project financing, animation pre and post-production, basic filmmaking principles, soundtrack recording, etc. while also including the principles of animation production itself."**--AWN.com**

"From traditional to computer animation, from film to gaming, a great text for all who teach."--**Robert Adams, Walt Disney Productions/Warner Bros**

"All encompassing"--**Brian Martin, FOX NET Animator**

". this book is . a well-written, smart tomes that makes you wish the author was one of your teachers in school. Because the book resonates with wisdom that comes with spending years in the trenches of Toon Town, it should be a must-read for anyone who wants to brave the waters of digital animation. Overall, it's a handsome companion to White's earlier primer, The animator's Workbook."--**Animation, Nov. 2006**

"In the last 20 years, digital revolution has brought sweeping changes to animation. Animation has been in a state of evolution from its very inception, and it continues to evolve, but there is nothing to fear. We live in a world of possibilities. The young and mature animators will find his/her answers in this book. Award winning animator Tony White brings you the classic knowledge of many legendary techniques which are paired with information relevant today's capable, state-of-the-art technologies. This account contains all that knowledge contemporary digital animators need to know. This book intended to serve you as one-stop how-to guide; it enclosed CD-Rom which presents classic moments from animation's history through White's personal homage to traditional draw animation."--**Wonderpedia.wetpaint.com**

From the Back Cover
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* Valuable CD-ROM contains a complete animated film made by the author and teaches how to apply the techniques in this book!
* Chock full of tips and secrets from this award-winning animation veteran
* The glossary of animation-related terms is worth its weight in gold

About the Author
Tony White, renowned animator, director, professor, lecturer, and author, has been in the animation industry for over 30 years, and currently teaches 2D animation and oversees principal animation production classes at DigiPen Institute of Technology. White began his career working with legendary industry professionals like award-winning illustrator Ralph Steadman, animation gurus Ken Harris, Art Babbit (original lead animator on Pinocchio, Fantasia, and others at Disney). He also personally assisted, then directed/animated for Richard Williams (3-time Oscar winner and author of The Animator's Survival Kit). In addition to being the Dean of Fine Art and Animation at DigiPen, White founded and presides over The Animaticus Foundation, which he formed to preserve, teach and evolve the art form of traditional 2D animation.

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