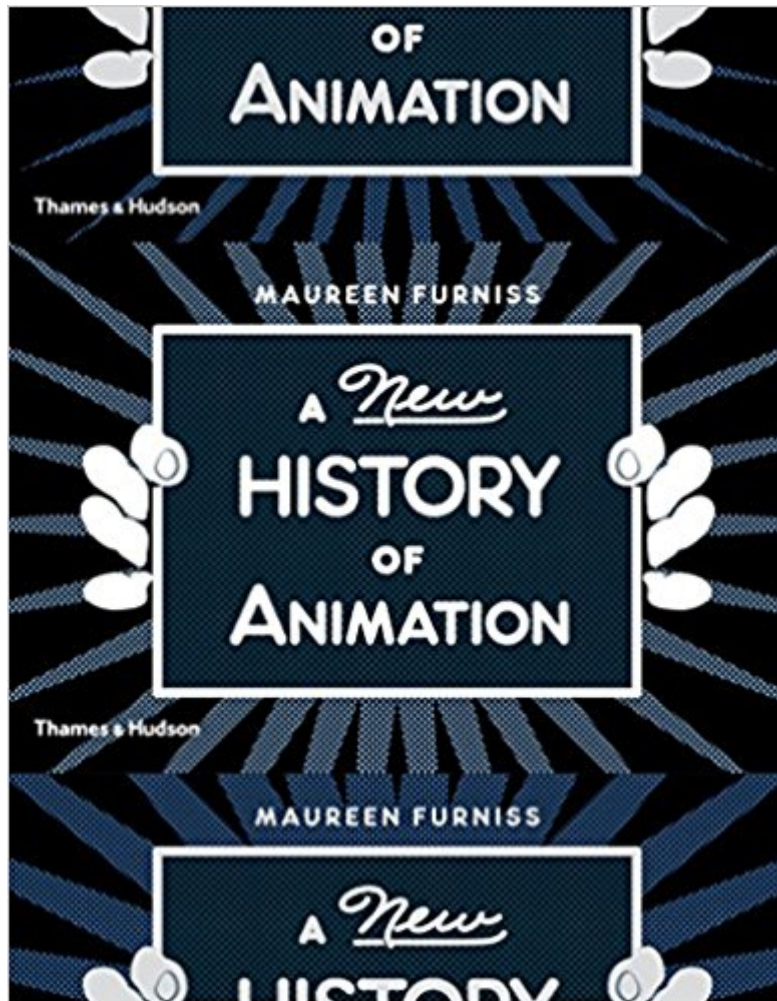




The book was found

A New History Of Animation



Synopsis

A brand-new, comprehensive history of world animationA New History of Animation guides readers through the history animation from around the world. Topics covered include: optical toys and magic lanterns; early cinema, magic, and the foundations of the animation industry; the relationship of comics to early animation; animation as a modern art in 1920s Europe; the emergence of the major US studios; animation style at Disney, Fleischer, and Warner Bros., types of comedy; animation during wartime; stop-motion; working directly on film; youth audiences and animation in the 1960s; early television animation; advertising; games; animation from Eastern Europe; the Disney renaissance; creator driven television series; the development of college programs; short films and festivals; the rise of computer-generated animation; Â franchising; Hayao Miyazaki and others in the Japanese animation industry; international development in the UK, Brazil, and numerous other countries; and animation in the art world, including installations and projection mapping.Â Examples go beyond the most commonly discussed examples of animation in an effort to represent work from around the world and in a variety of contexts, including many works by women in the field. The work discussed ranges from character animation to abstract and everything in between. It is based on lectures given by the author in her year-long history course at California Institute of the Arts, where she is Program Director of Experimental Animation.This book is written for all readers, from those who are fans of animation to college students and researchers looking for a comprehensive historical account of the field. The author's writing style is easy to read, with clear explanations of each studio, film, and artist included in this broad-based book, suitable for casual reading or as a college textbook. It contains 460 color illustrations, ranging from studio productions to independently produces shorts, visual effects, paintings, studio documentation, and more. Various side articles provide details that explain how animation developed within social, industrial, historical, and cultural contexts.

Book Information

Paperback: 464 pages

Publisher: Thames & Hudson; 1 edition (September 15, 2016)

Language: English

ISBN-10: 0500292094

ISBN-13: 978-0500292099

Product Dimensions: 8.6 x 1.3 x 10.9 inches

Shipping Weight: 3.8 pounds (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 stars 1 customer review

Best Sellers Rank: #188,692 in Books (See Top 100 in Books) #78 in Books > Arts & Photography > Other Media > Video Games #140 in Books > Arts & Photography > Graphic Design > Animation #162 in Books > Humor & Entertainment > Movies > Genre Films

Customer Reviews

Maureen Furniss, PhD is an animation historian at California Institute of the Arts, where she is Program Director of Experimental Animation. She is the founding editor of Animation Journal and the author of Art in Motion: Animation Aesthetics, The Animation Bible, and A New History of Animation. She is a founding member and past chairman of the board of the Society for Animation Studies. She has received an award for her contributions to the field of animation from the Hollywood chapter of the International Animated Film Society, ASIFA, and Variety magazine.

A fun and easy to read history of Animation, goes in depth. Very Educational if you're wanting to learn more about the beginnings of animation.

[Download to continue reading...](#)

DISNEY'S ART OF ANIMATION Disney's Art of Animation #1: From Mickey Mouse, To Beauty and the Beast The Complete Animation Course: The Principles, Practice and Techniques of Successful Animation Animation (Walt Disney Animation Studios: The Archive Series) The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3-D Animation Trade Secrets: Rowland B. Wilson's Notes on Design for Cartooning and Animation (Animation Masters Title) Elemental Magic, Volume II: The Technique of Special Effects Animation (Animation Masters Title) Stop Motion: Craft Skills for Model Animation (Focal Press Visual Effects and Animation) Producing Independent 2D Character Animation: Making & Selling A Short Film (Focal Press Visual Effects and Animation) Animated Life: A Lifetime of tips, tricks, techniques and stories from an animation Legend (Animation Masters) Animation in the Home Digital Studio: Creation to Distribution (Focal Press Visual Effects and Animation) World History, Ancient History, Asian History, United States History, European History, Russian History, Indian History, African History. (world history) A New History of Animation The World History of Animation Demystifying Disney: A History of Disney Feature Animation History: World History in 50 Events: From the Beginning of Time to the Present (World History, History Books, Earth History) (History in 50 Events Series Book 3) History: Human History in 50 Events: From Ancient Civilizations to Modern Times (World History, History Books, People History) (History in 50 Events Series Book 1) Before Ever After: The Lost

Lectures of Walt Disney's Animation Studio (Disney Editions Deluxe) The Illusion of Life:
Disney Animation Cartoon Animation (Collector's Series) Ink & Paint: The Women of Walt Disney's
Animation (Disney Editions Deluxe)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)