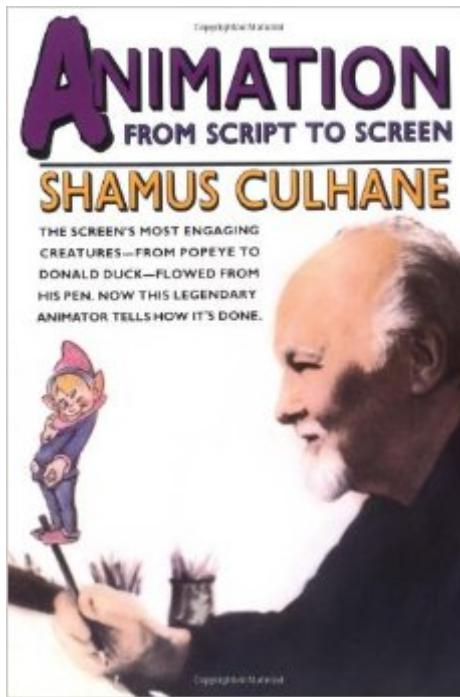


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# Animation: From Script To Screen



## **Synopsis**

Shamus Culhane, the animator who made the dwarfs in Snow White, achieves something few are able to: He makes it possible to learn a concrete skill from a book. Covering every aspect of film animation, from basic mechanics to giving creativity full play, and including writing, recording, acting, dialogue—even how to manage an animation studio of one's own, Culhane fulfills the promise of his title—"from script to screen." Animation contains more than 130 illustrations, from the work of leading animators worldwide (including the author himself) to sketches that teach and graphic exercises for hands-on experience for the novice.

## **Book Information**

Paperback: 336 pages

Publisher: St. Martin's Griffin (August 15, 1990)

Language: English

ISBN-10: 0312050526

ISBN-13: 978-0312050528

Product Dimensions: 6.2 x 1 x 9.1 inches

Shipping Weight: 1.5 pounds

Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (15 customer reviews)

Best Sellers Rank: #245,180 in Books (See Top 100 in Books) #143 in Books > Humor & Entertainment > Movies > Video > Reference #174 in Books > Humor & Entertainment > Movies > Reference #276 in Books > Arts & Photography > Other Media > Film & Video

## **Customer Reviews**

Shamus Culhane's book is very good if you are serious about learning the process of animation. It isn't filled with a lot of pretty pictures but it gives one of the best overviews of the entire animation process. It also encourages you to do drawing exercises which are very necessary to becoming an animator. The one minute sketches in particular are very hard for some people to work on if you like making pretty pictures. They might be a good indicator of whether you are suited to doing animation as a career. I wouldn't classify this book for someone who just enjoys animation and is kind of thinking about what it would be like to be an animator. Chuck Amuck and Illusion of Life are better for entertainment and pictures. If you are not willing to participate with the book you will not benefit from it though you may enjoy some of the history and learning what goes into a production. However this book is really for someone who really wants to be an animator. If that describes you than this is one of the better books out there and certainly one of the books you should peruse on your

journey.

As an animator and video artist, I found the information in this book invaluable. I also found the text to be condescending, arrogant, and 20 years behind the times -- a tone which irritated me at first, but which I discovered to be common to many aging old-school animators. This book is a must, not only because of the technical information it contains, but also as a sample of the crusty attitudes that a novice animator is likely to come across in the world of professional animation.

If you want to be an animator, or you're REALLY interested in the animating process, this book is just what you've been looking for. 'Script to Screen' gives an in-depth look into the workings of an animation studio, along with generous instructions on bettering your animating techniques. If you want to be an animator - YOU NEED THIS BOOK!

This book got me started in animation. Despite of a lot of helpful information, it also offers good exercises and points out other sources of great value. This book is written by the late former Disney artist who has been in the business from the first hour of animated cartoons. While all animation studios I've worked at consider Frank Thomas' and Olli Johnston's book "Illusion Of Life" as the animation bible, Culhane's book is a definite book for anyone who is just starting. It is also a great book for fans of the all time classic cartoons.

This book would be great if they would update it. However, it's a must have for anyone starting out in animation. I have a few reasons why I think this book is great. 1. It's an easy read. Some writers try to make animation more complicated by writing boring and complicated books. Half the time you don't understand their point. This book however got to the point in a clear and enjoyable way. 2. He puts exercises throughout the book to make you a part of the learning experience. You not only get the information, but you apply it right away. So when you get to your own projects, you've already done half the battle of exploring and experimenting with rough work. You can make mistakes with his exercises rather than big mistakes on your own projects. You can start out your own projects with a more polished style. 3. For less than \$15 you can learn what they teach you in an animation class. Unless you need the credit for school, save your money and start with this book. 4. Great, Great book for the beginner. 5. Overall it's worth the money. I will refer to this guide often as I continue to learn and work in animation.

I'm a digital artist and 3D animator, so I bought it to gain a bit of knowledge on traditional techniques, and this is what is all about, thought to me it could be better if the theory was covered more in depth. On the practical side a must.

Mr. Culhane's book is a must and has been for a while on the shelves of most of the past and presents animators and students. He is one of the only ones that has taken the time to express what it takes if one cannot garner experience, connections, and a portfolio through traditional schooling. It is highly recommended, but anything is possible! He goes through a briefing of the entire process, and this is probably one of the great touches of script writing that is available from an artist.

Excellent book for a beginning animator. He presents the trials of animation as a profession and the dedication necessary to create animation that is layered, stylish, and believeable. It's not so much a step by step, technical book, as an inspirational guide book for aspiring studio animators possibly working as PAs or independently, trying to break into the studio system.

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