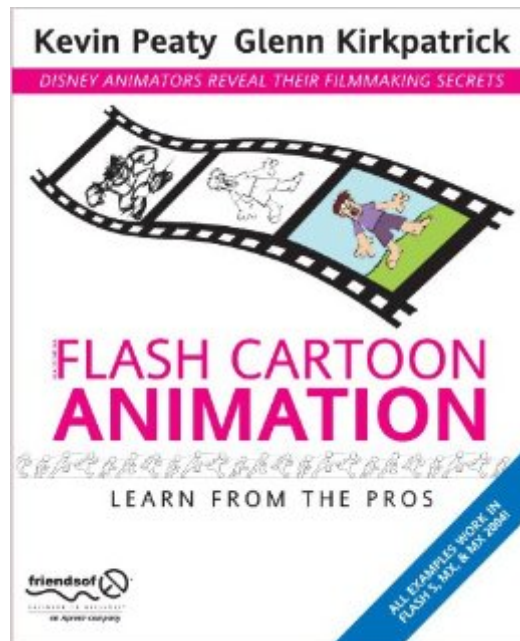


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Flash Cartoon Animation: Learn From The Pros



Synopsis

You want to make an animated film. You've got the idea. You've got Macromedia Flash. But where do you start? What's the best way to script your cartoon, how do you start animating with Flash, what do you really need to know in order to get your ideas out there to make you famous? Who better to ask than two seasoned professionals, who've not only worked for Disney, but also run the hugely successful cult website, funnyazhell.com. Kevin Peaty and Glenn Kirkpatrick draw on their rich studio experience and their knowledge of Flash to show you the best way to create great Flash cartoons that look as good as traditional animated films. This book follows the professional process, taking a creative idea from storyboard stage, through layout to publishing, via a detailed look at animation techniques, that will give you the kind of insight normally only gained from years spent in the industry. In depth and detailed, the book follows the production of a cartoon from inception to final output - looking at all the decisions and skills that have contributed to its appeal. The book covers Flash versions 4 and 5 as well as MX. Whether you're completely new to Flash, or are making your first steps into the world of Flash cartooning, this book will let you work alongside the professionals to make your own animated masterpiece. With this book on your desktop, all you need is an idea! Watch and listen to 'The Boy Who Cried Wolf' as created throughout the book by Glenn and Kevin. And then think how you'd have done it in your own style... All you need is Flash Cartoon Animation! If you need even further inspiration, check out the funnyazhell.com website, where there are many fantastic movies by Kevin, Glenn and others.

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Customer Reviews

Beginning Flash animators will probably find no better starting place than this book. It includes just about everything the neophyte animator needs for a good start. The book traces the evolution of a Flash cartoon from idea to actuality, with a bonus chapter on publishing to the internet and the inevitable issues that arise at that phase. Coming up with a story can stall the most stalwart animator, and the first chapter is dedicated to this brain bulging dilemma. There may be nothing more important for a successful cartoon than starting out with and ultimately following a plan, and the book reiterates this idea almost ad nauseum - but for good reason. A script can easily translate to a storyboard, which will slowly morph into the final product. Plans will only save time and frustration in the end (a very hard learned lesson that can leave permanent damage). Many beginners may leap right into Flash with an abstract or incomplete idea thinking "I'll get the ending eventually, now let's get to drawing!" (I've never done this, no way, not me, no no...) A toon abandoned from frustration typically results. The authors do a great job of driving this home (so don't skip the first chapter). A great introduction to Flash's drawing tools follows the story line chapter (a subject that could fill an entire book). Discussions concerning style permeate the chapter (e.g., advantages of the brush tool over the pencil tool, etc. - readers make the choice in the end depending on personal preference). A surprising discussion on Art Direction follows. Beginning animators probably grossly underestimate the importance of mapping out characters for consistency, composition with color and space, and ease of animation (i.e., don't create characters with multitudinous moving parts and hard to animate elements).

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