

100 Principles Every Animator, Comic Writer, Filmmaker, Video Artist, and Game Designer Should Know

By John Lasseter, Andrew Stanton, Lee Unkrich, and Pete Docter

This book is a must-have for anyone who wants to create compelling and engaging visual stories. It distills the collective wisdom of some of the most successful animators, comic book writers, filmmakers, video artists, and game designers of all time into 100 essential principles.

These principles are not just theoretical concepts; they are practical tools that can be applied to any creative project. They cover a wide range of topics, from storytelling and character design to lighting and animation.



Animation Unleashed: 100 Principles Every Animator, Comic Book Writer, Filmmaker, Video Artist, and Game Developer Should Know by Ellen Besen

★★★★☆ 4.4 out of 5

Language : English
File size : 5412 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Word Wise : Enabled
Print length : 245 pages



Whether you are a beginner or a seasoned professional, this book will help you to improve your skills and create more effective visual stories.

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- Chapter 1: Storytelling
- Chapter 2: Character Design
- Chapter 3: Lighting
- Chapter 4: Animation
- Chapter 5: Directing
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Praise for 100 Principles Every Animator, Comic Writer, Filmmaker, Video Artist, and Game Designer Should Know

"This book is a treasure trove of knowledge and inspiration. It is a must-read for anyone who wants to create compelling visual stories." - **Steven Spielberg**

"This book is a master class in visual storytelling. It is full of practical advice that can be applied to any creative project." - **James Cameron**

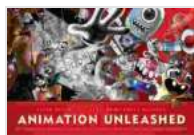
"This book is a must-have for anyone who wants to work in the entertainment industry. It provides a solid foundation in the principles of visual storytelling." - **George Lucas**

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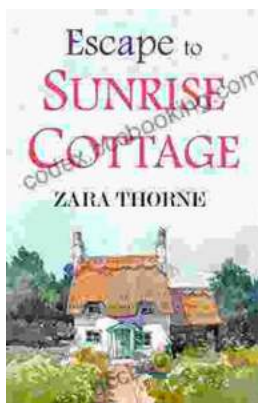
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