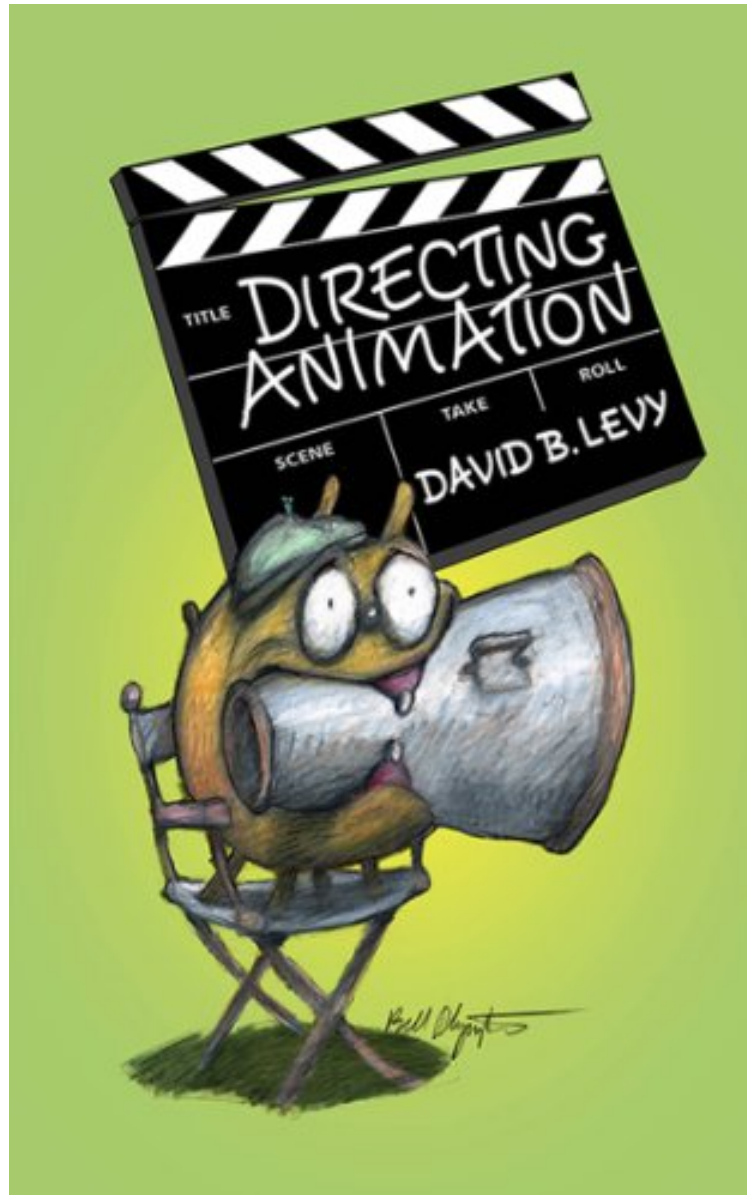


(Download free ebook) Directing Animation

Directing Animation

David B. Levy

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David B. Levy : Directing Animation before purchasing it in order to gauge whether or not it would be worth my time, and all praised Directing Animation:

1 of 1 people found the following review helpful. Good stuff
By SmithLevy has a knack for turning firsthand experience into a brisk and informative read. Like his previous books, this one covers practical aspects of working in the animation business. It lays out what is needed to be an effective director of indie shorts, commercials, TV, Web content, and features, stressing people skills over spreadsheets. Input from a variety of other directors keeps things

interesting. This is real-world insight into the process and business of getting something made. Well worth a buy if you're in the field, even if you're a long way off from being a director yourself. 1 of 1 people found the following review helpful. Same thing over and over By K G S I bought this book hoping it would be a little more in-depth regarding the processes in an animation pipeline, but that wasn't the case. Levy has a humorous tone throughout, but didn't get into the nitty-gritty technicality of animation film or tv making. However he makes a point at building your confidence when managing a team of artists. 0 of 0 people found the following review helpful. Four Stars By Freddie D. Chambers Again a good book helpful.

Both experienced and aspiring animation professionals will find *Directing Animation* a comprehensive and entertaining guide to understanding the director's creative role in managing the entire animation process. An animation director doesn't simply direct animation. He or she directs people who animate and must be equally able to relate to the crew, producers, writers, creators, and clients. Readers will learn how to: -- direct commercials, TV series, feature films, and Web features and series -- land their first big directorial break -- create realistic schedules and pipelines -- assemble the best crew for any job -- motivate animators and crew members -- give constructive feedback and notes -- maintain good relationships with producers, creators, writers, and network executives. In addition to over eighty photographs and illustrations, *Directing Animation* includes insider tips and firsthand experience from animators, directors, and producers, revealing the best ways to manage the production process while creating a workplace that is both efficient and fun. Allworth Press, an imprint of Skyhorse Publishing, publishes a broad range of books on the visual and performing arts, with emphasis on the business of art. Our titles cover subjects such as graphic design, theater, branding, fine art, photography, interior design, writing, acting, film, how to start careers, business and legal forms, business practices, and more. While we don't aspire to publish a *New York Times* bestseller or a national bestseller, we are deeply committed to quality books that help creative professionals succeed and thrive. We often publish in areas overlooked by other publishers and welcome the author whose expertise can help our audience of readers.

"David's book is a terrific collection of real stories from the animation world. Many of them are proof that a director needs to think with both sides of her or his brain. I don't think they teach this stuff in art school." — Brown Johnson, president, Nickelodeon Animation

"*Directing Animation* is as much a book on management, leadership, and people skills as it is a book on animation. Any person leading a creative team in any field (or hoping to lead one someday) will be inspired and surprised by David Levy's keen analysis of the human side of the business of directing animation." — Linda Simensky, vice president, children's programming, PBS

"The most comprehensive book on directing animation from one of the best writers in the business." — Bill Plympton, Oscar-nominated indie animation director

Q: How many books on directing animation does it take to screw in a lightbulb?
A: One — David Levy's! And if you read this funny and informative book, you'll learn how to get other people to screw in the lightbulbs FOR you — and love doing it!" — Tom Warburton, TV animation director, creator, Cartoon Network's *Codename: Kids Next Door*

"Once again, David Levy has written a book that is an absolutely vital read to anyone interested in starting, or already in the midst of, a career making animated films. Levy has compiled essential information from the industry's top talents, as well as the independent filmmaking community, telling it like it is and offering strong advice from decades of practical experience. A must-have!" — Jerry Beck, coeditor of *CartoonBrew.com* and author of *The 100 Greatest Looney Tunes Cartoons*

About the Author David B. Levy has been an animation director for six series to date, including *Nick Jr.'s Blue's Clues* and *Cartoon Network's Assy McGee*. On his own, Levy has completed six award-winning independent animated films, most recently *Owl and Rabbit Play Checkers*. His previous short, *Good Morning*, has been featured in many film festivals, including the *Hiroshima International Animation Festival* and *The New York International Children's Film Festival*. Levy has served as President of ASIFA-East since September 2000. He teaches and lectures regularly at schools such as *Parsons School of Design*, *New York University's Tisch School of the Arts*, *Pratt Institute*, and the *Rhode Island School of Design*. Levy is married and lives in Brooklyn, New York.