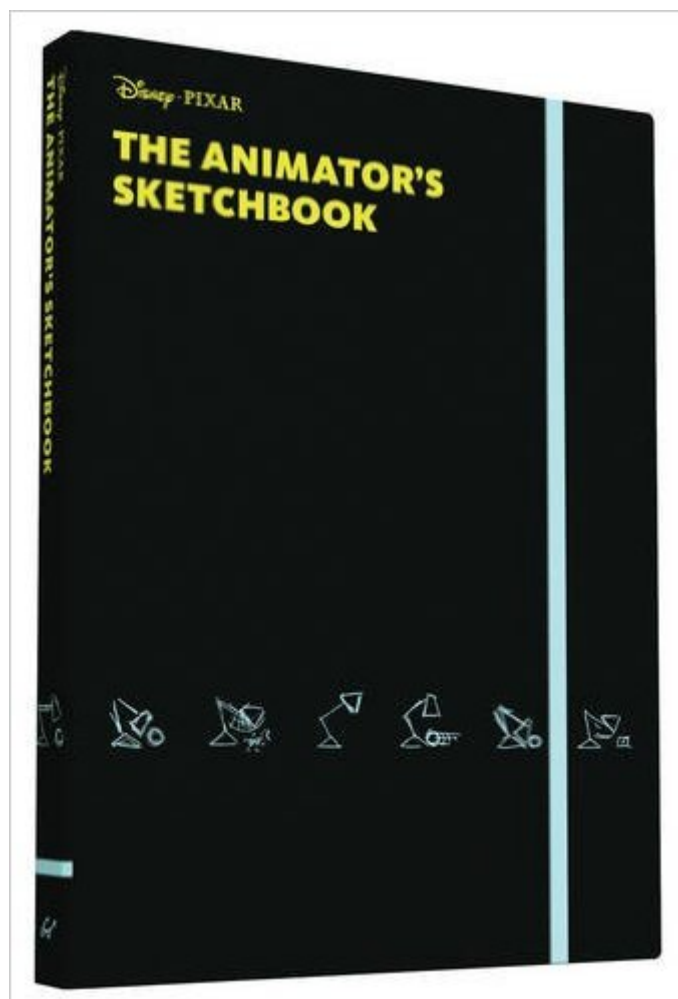


The book was found

The Animator's Sketchbook



Synopsis

Creating an animated film takes a lot of work, from the texture of a character's hair to the shot sequence of a high-speed car chase. This Pixar-branded sketchbook is comprised primarily of blank pages for animators of all skill levels to fill in with ideas, storyboards, and sketches. Conveniently divided based on the core preproduction stages of Concept, Color, Story, Characters, and Worlds, each section begins with a brief introduction, a handful of inspiring quotes from some of the best artists working at Pixar, and a few key examples of related art before launching into blank templates, ready to be filled. Useful and inspiring, this journal provides a structured space for aspiring filmmakers to workshop their ideas through all phases of development.

Book Information

Diary: 6 pages

Publisher: Chronicle Books; Ntb edition (October 13, 2015)

Language: English

ISBN-10: 1452142165

ISBN-13: 978-1452142166

Product Dimensions: 6.2 x 0.6 x 8.1 inches

Shipping Weight: 6.4 ounces (View shipping rates and policies)

Average Customer Review: 4.0 out of 5 stars Â Â See all reviews Â (22 customer reviews)

Best Sellers Rank: #93,761 in Books (See Top 100 in Books) #19 in Â Books > Arts & Photography > Drawing > Cartooning > Anime & Cartoons #47 in Â Books > Arts & Photography > Graphic Design > Animation #229 in Â Books > Humor & Entertainment > Pop Culture > Art

Customer Reviews

I want to notify those who disagree with this book that the main reason why is either because they find it "Useless" or blank in general, but they fail to realize the title of the book is named "The Animators sketchbook" for a reason. First and its imperative to know that this book is named "The animator's Sketch book" because its purpose is not toward a specific animator or their artstyle, but the reader is intended to be the animator. Secondly, this book is about creating animations or sketching ideas for animated work(s). This book is EXCELLENT for those who are either in classes involving this field or who would like to practice or even have fun. If it were a book intended to have images or how to do's, then it would have a specific title or name brand toward something or someone not broadly. **Tip: If you want a book or multiple books about animated art or designs from Pixar//Disney, you can look at any book that goes toward the film(s) Example: The art of Big Hero 6

has many illustrations and design images from the production of the film, also other books such as "The art of Inside out, or The art of Wreck it Ralph" If you want to practice or have fun sketching I'd recommend this book.

Very useful and gorgeously produced sketchbook. Nice large lay-flat format. Most pages are blank for users to fill in, organized into the stages of film production--Concept, Story, Color, Characters, and Worlds. Each section has a few pages of inspirational art by Pixar artists, but do note that this is a BLANK SKETCHBOOK.

Make sure you look through this as it's more of a creative work book and not just pages of Pixar sketches. It has examples in of storyboarding, color script, character design from Pixar films and then allows you to create your own story. This book is BRILLIANT, totally worth the price and I buy multiple copies to hand out to young aspiring creatives and adult creatives. Look at this more like a creative work book with examples of true professionals.

Arrived on time, and it's exactly how I imagined it would be. It's a good sized sketchbook, with most of the pages being blank or having concept/storyboard sketches or quotes from people who work for Pixar like John Lasseter. There are five sections labeled "Concept", "Story", "Color Script", "Characters", and "Worlds", and a helpful Index in the back where you write the page number and the subject so you can quickly find scenes you were working on or you knew would need more touch-ups later. The art is interesting to see, however this is NOT an art book, it is mainly a sketchbook. It lets you take a look into the physical process of making an animated movie, as well as the creative-thinking side. I like it, and I hope Pixar makes more items like this.

It's just a almost blank notebook or sketchbook, I thought it's drawing from Pixar animator's sketchbook, but it's just a blank book with few pages of description.....

This Book is Exactly what they advertise it to be. It is perfect for beginners or for people who like to keep organized. I ordered another one after I received this one because of how much I liked it!

Exactly what I was looking for! This book is great for animators and story writers. I'm building my own animation and this book really helps me organize my thoughts and sketches. There are a few pages of examples from Pixar and those really help spark ideas and motivation. I am really happy

with this purchase. Thank you, Disney/Pixar, for putting this book together.

I actually preordered this before it came out. When I got it I was extremely happy. The book acts as a guide through all the stages of creating an animated feature & is a perfect place to get your ideas & rough sketches down

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

The Animator's Sketchbook The Complete Fashion Sketchbook: Creative Ideas and Exercises to Make the Most of Your Fashion Sketchbook The Animator's Survival Kit, Expanded Edition: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators The Animator's Survival Kit: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators The Animator's Survival Kit Sketchy Stories: The Sketchbook Art of Kerby Rosanes 20 Ways to Draw a Butterfly and 44 Other Things with Wings: A Sketchbook for Artists, Designers, and Doodlers The Lord of the Rings Sketchbook Draw Every Day, Draw Every Way (Guided Sketchbook): Sketch, Paint, and Doodle Through One Creative Year 20 Ways to Draw a Tree and 44 Other Nifty Things from Nature: A Sketchbook for Artists, Designers, and Doodlers 20 Ways to Draw a Cat and 44 Other Awesome Animals: A Sketchbook for Artists, Designers, and Doodlers How To Draw Manga Boy Hair - A Tutorial Sketchbook: From Fusello Publishing The Laws Sketchbook for Nature Journaling Dream, Draw, Design My Fashion: A Sketchbook for Artists, Designers, and Fashionistas Draw 500 Fabulous Fashions: A Sketchbook for Artists, Designers, and Doodlers Draw 500 Things from Nature: A Sketchbook for Artists, Designers, and Doodlers The Draw, Color, and Sticker Things I Love Sketchbook: An Imaginative Illustration Journal Draw 500 Fabulous Flowers: A Sketchbook for Artists, Designers, and Doodlers 20 Ways to Draw a Dress and 44 Other Fabulous Fashions and Accessories: A Sketchbook for Artists, Designers, and Doodlers Hollywood Sketchbook: A Century of Costume Illustration

[Dmca](#)