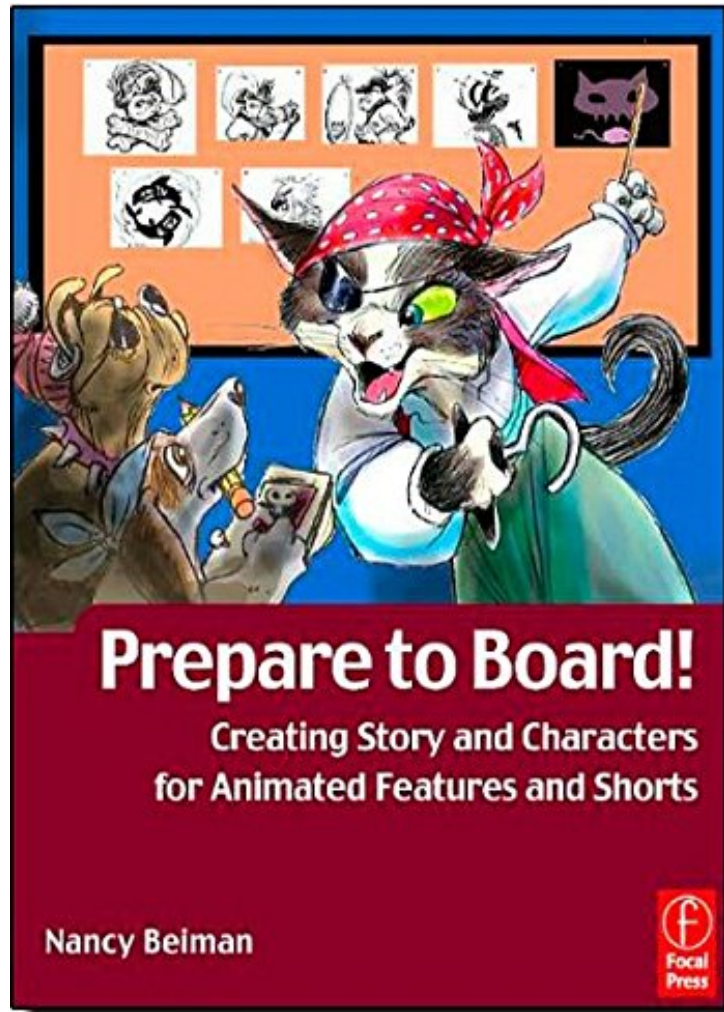


(Get free) Prepare to Board! Creating Story and Characters for Animated Features and Shorts

Prepare to Board! Creating Story and Characters for Animated Features and Shorts

Nancy Beiman

*ebooks / Download PDF / *ePub / DOC / audiobook*



[Download](#)

[Read Online](#)

#904183 in Books 2007-03-01 2007-03-02Original language:EnglishPDF # 1 .80 x 7.20 x 10.20l, 1.35 #File Name: 0240808207332 pages | File size: 51.Mb

Nancy Beiman : Prepare to Board! Creating Story and Characters for Animated Features and Shorts before purchasing it in order to gage whether or not it would be worth my time, and all praised Prepare to Board! Creating Story and Characters for Animated Features and Shorts:

2 of 2 people found the following review helpful. Creative and pretty easy to understandBy F. E. HernndezI got this book alongside with "From word to Image" by Marcie Blegeiter, and to be honest it was the perfect combo.Whilst "From word to Image" gives you the technical bit for the storyboard process (camera angles, takes, symbols, sizes...the part that you must follow due to Achademy regulations), "Prepare to board" gives you the creative process... If you

have no idea where to start to create a character, how to make it look perfect and to have a successful profile, this book is perfect. It just doesn't give you storyboard information, as well, gives you creative techniques for you to achieve a nice product; light and cared of. The examples and exercises that are given are pretty good, really makes you see things with another p.o. pushes you from your comfort zone and makes you go further (which is good if you really want to be an artist in this). I rated it with 4 stars because I was expecting more information about storyboard in animation, BUT this doesn't mean it doesn't have it, it does, just half of it is a process that I already knew about (as in, I wanted the whole book to be focused on storyboard for animation)...STILL it is a good book to have and it's always interesting to know how other artists work like. I really love it and I'm very happy with it. Just one thing: It wasn't an issue for me, because I'm preparing myself for this industry, but this book is focused on animators, illustrators and writers who want to be in animation films or short shows, not live action (although it can be tropicalized for this matter), other than that, it's a good book to have. Highly recommended. 15 of 16 people found the following review helpful. Fantastic! By Customer "Prepare to Board" covers most pre-production aspects of an animation project, but focuses mostly on storyboarding and character design. This book does a better job on both these subjects than most other books can manage on just one. A lot of storyboarding books out there focus on the live action or advertising methods where boards are used to illustrate an existing script or sell a rough concept to non-creative executives. The methods Nancy Beiman shows are far better suited to animation's use of storyboards to create the story itself. Along with guidelines on how to increase the cinematic storytelling power of your boards, there are also plenty of tips on how to get that power across when presenting boards to others. When it comes to character design, "Prepare to Board" is up there with Tom Bancroft's "Creating Characters with Personality: For Film, TV, Animation, Video Games, and Graphic Novels" as one of the few indispensable resources on the subject. All of her advice is aimed at making your character designs more functional for animation storytelling (the most important asset of any character) as well as being unique individuals rather than stock characters. The lessons Beiman shares in this book are exactly what you need to build a strong foundation for any animated project. 1 of 1 people found the following review helpful. Prepared To Teach Boarding By Brian Diskin Nancy's book has been extremely useful in teaching how to storyboard for animation. I inherited the Storyboards class at the local community college where I teach. Although I'm a cartoonist by trade and have dabbled in animation, this book has been an immense help in understanding storyboards better. It covers the difference between live-action and animation storyboards, developing a story and characters, how to layout a scene, how to develop the boards and how to pitch them. I would recommend this book to teachers and students alike.

Packed with illustrations that illuminate and a text that entertains and informs, this book explains the methods and techniques of animation preproduction with a focus on story development and character design. Story is the most important part of an animated film—and this book delivers clear direction on how animators can create characters and stories that have originality and appeal. Learn how the animation storyboard differs from live action boards and how characters must be developed simultaneously with the story. Positive and negative examples of storyboard and character design are presented and analyzed to demonstrate successful problem-solving techniques. Artwork from an international array of students and professionals supplement the author's own illustrations. Three never-before-published interviews with well-known development artists and a comprehensive glossary are also included.

'Nancy Beiman has done an excellent job explaining the story development and boarding process, and I am certain this book will be a useful tool to all animation students and schools.' Brian P. McEntee, Art Director 'Beauty and the Beast' and Production Designer 'Ice Age' No one knows more about designing characters and creating story for animation than Nancy Beiman. Lavishly illustrated and expertly written, she draws on all her experience as a teacher, an artist and an animation industry veteran. A must-have for anyone who wants to make an animated film. Jerry Beck, Animation Historian, www.cartoonbrew.com 'In the library of motion picture how-to books, one topic that has not been adequately explained is the art of storyboarding. Internationally known animator Nancy Beiman draws upon her experience to create for the first time a definitive manual for the art. Lavishly illustrated and highly readable, it is essential reading for anyone serious about learning how to create stories, characters and storyboards for film.' Tom Sito, animator, author of *Drawing the Line: The Untold Story of the Animation Unions from Bosko to Bart Simpson*. 'At long last we have a comprehensive new book covering the not always fully-understood areas of the animated film production processes of story and character development, and their care and feeding. Nancy Beiman, a seasoned Producer, Writer, Teacher, Story Artist, and former Disney Animator who has worked all over the globe, has authored a book which I predict will become a textbook in animation programs everywhere.' Bill Matthews Animation Professor Nancy Beiman knows that storyboards are about more than continuity and cutting; they're about character and conflict. A good storyboard has the power to make things as elusive as thoughts and emotions tangible for audiences. *Prepare To Board* fulfills the promise of its title by supplying readers with solid advice and illustrated examples that will help them make successful animated films. Mark Mayerson, Professor of Animation, Sheridan College Nancy Beiman has written an excellent book on animation... Beiman is a natural for writing about storyboarding. AWN.com "The author has a breezy, anecdote-packed style that makes reading about the craft a real

pleasure. Beiman, who teaches animation at the Rochester Institute of Technology, is the kind of guiding force you wish you could have by your side at all times. Reading her book is the next best thing." -Ramin Zahed, Animation Magazine

About the Author Currently teaching storyboard courses at Sheridan Institute of Technology and Advanced Learning, Nancy has worked as a supervising animator, director, character designer, and storyboard artist in six countries. She has taught beginning and advanced animation, character design, storyboard, layout, animation history, and gesture drawing at the college and university level since 2000. A graduate of the Character Animation Program at the California Institute of the Arts, Nancy worked in development and as a supervising animator on several Disney features including A Goofy Movie, Hercules and Treasure Planet. She was nominated for an Annie award in 2000 for storyboarding Little Angelita for Disney and won a Cine Golden Eagle in 1984 for her personal film Your Feet's Too Big. Nancy is a member of the National Cartoonists Society and the Academy of Motion Picture Arts and Sciences. In recent years she has illustrated two children's books, Duffy and the Invisible Crocodile and Basil Bigboots the Pirate for Australian writer Patricia Bernard in 2004.