

Basics Animation 03 Drawing For Animation

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Basics Animation 03: Drawing for Animation introduces readers to the practice of drawing images for use in animation. It examines the thinking process and techniques involved with drawing characters, composition and movement, narrative and adaptation. Drawing is a fundamental part of the preparatory stages of virtually all design-led projects.

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Title: Basics Animation 03 Drawing For Animation Author: [Lukas Furst](#) Subject: Basics Animation 03 Drawing For Animation Keywords

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Basics Animation 03: Drawing for Animation by Paul Wells

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Solid drawing. Solid drawing considers an object following the rules of perspective in three-dimensional space. For an animator this means understanding the basics of academic drawing, anatomy, weight, balance, light, and shadow, etc. To benefit from it consider taking art classes and sketching from life even if most of your work is computer ...

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