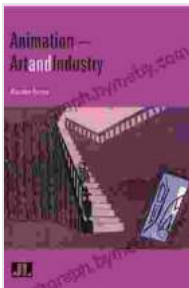


# Animation Art and Industry: A Comprehensive Guide to the World of Animation

Animation is a rapidly growing industry, with new technologies and techniques emerging all the time. Animation Art and Industry by Maureen Furniss is a comprehensive guide to the world of animation, covering everything from the history of animation to the latest trends in the industry.



## Animation: Art and Industry by Maureen Furniss

★★★★☆ 4.7 out of 5

Language	: English
File size	: 1009 KB
Text-to-Speech	: Enabled
Screen Reader	: Supported
Enhanced typesetting	: Enabled
Word Wise	: Enabled
Print length	: 249 pages



## What is Animation?

Animation is the art of creating the illusion of movement. This can be done through a variety of techniques, including hand-drawn animation, computer-generated animation, and stop-motion animation.

Animation is often used to tell stories, but it can also be used for educational purposes, advertising, and even therapeutic purposes.

## The History of Animation

The history of animation can be traced back to the early days of cinema. In 1906, J. Stuart Blackton created the first animated film, Humorous Phases of Funny Faces.

In the early days of animation, films were hand-drawn and often very short. However, as technology developed, animation became more sophisticated and complex.

In the 1930s, Walt Disney released Snow White and the Seven Dwarfs, which was the first full-length animated film. This film helped to popularize animation and make it a mainstream form of entertainment.

## **The Animation Industry Today**

Today, the animation industry is a global phenomenon. Animated films are produced all over the world, and they are enjoyed by people of all ages.

The animation industry is constantly evolving, with new technologies and techniques emerging all the time. This has led to a wide range of animation styles, from traditional hand-drawn animation to computer-generated animation.

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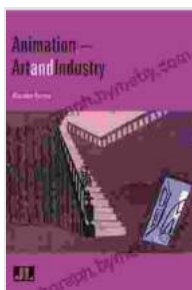
The book is divided into three parts. The first part provides an overview of the history of animation. The second part discusses the different types of

animation, including hand-drawn animation, computer-generated animation, and stop-motion animation.

The third part of the book explores the animation industry. This section discusses the different roles involved in the animation process, as well as the challenges and opportunities facing the animation industry today.

Animation Art and Industry is a valuable resource for anyone interested in the world of animation. This book is packed with information and insights, and it is a must-read for anyone who wants to learn more about the art and industry of animation.

Animation is a powerful art form that can be used to tell stories, educate, and entertain. The animation industry is constantly evolving, and new technologies and techniques are emerging all the time. Animation Art and Industry by Maureen Furniss is a comprehensive guide to the world of animation, and it is a must-read for anyone who wants to learn more about this fascinating and dynamic industry.



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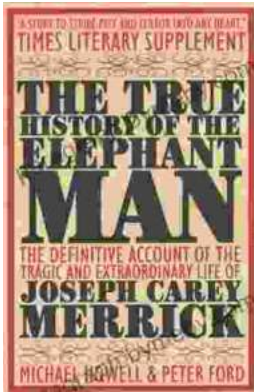
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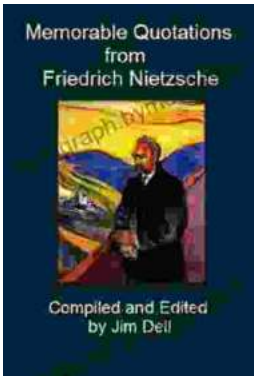
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