

New History of Animation: A Comprehensive Guide to Every Era and Style



The Ultimate Guide to Animation History

Animation has come a long way since the days of cave paintings. Today, it's one of the most popular forms of entertainment, used in everything from movies and TV shows to video games and advertising.

But how did animation get to where it is today? What are the key eras and styles that have shaped its development?

A New History of Animation by Maureen Furniss

★★★★☆ 4.6 out of 5



Language : English
File size : 47681 KB
Screen Reader : Supported
Print length : 464 pages
X-Ray for textbooks : Enabled



In *New History of Animation*, acclaimed animation historian John Smith takes readers on a comprehensive journey through the history of animation. From the earliest cave paintings to the latest computer-generated imagery, Smith covers every era and style, providing a detailed and engaging account of the evolution of this dynamic art form.

New History of Animation is the perfect resource for students, professionals, and anyone who loves animation. It's a must-have for anyone who wants to understand the history of this important art form.

What's Inside?

New History of Animation is divided into three parts:

* **Part One: The Early Years** covers the history of animation from its earliest beginnings to the end of the 19th century. This section discusses the development of cave paintings, shadow puppets, and other early forms of animation. * **Part Two: The Golden Age** covers the history of animation from the early 20th century to the end of the 1960s. This section discusses the development of cel animation, the rise of Disney, and the birth of computer-generated imagery. * **Part Three: The Modern Era** covers the history of animation from the early 1970s to the present day. This section

discusses the development of digital animation, the rise of independent animation, and the growing popularity of anime and manga.

Each part of *New History of Animation* is divided into chapters that focus on a specific era or style of animation. Each chapter includes a wealth of illustrations, sidebars, and timelines, making it easy for readers to follow the development of animation over time.

Why Read *New History of Animation*?

There are many reasons to read *New History of Animation*, including:

- * It's the most comprehensive history of animation available, covering every era and style.
- * It's written by acclaimed animation historian John Smith, who has spent decades studying the history of animation.
- * It's beautifully illustrated with hundreds of images, sidebars, and timelines.
- * It's the perfect resource for students, professionals, and anyone who loves animation.

If you're interested in learning more about the history of animation, then *New History of Animation* is the book for you. It's a must-have for anyone who wants to understand the history of this important art form.

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Don't miss out on this essential guide to the history of animation. Free Download your copy today!



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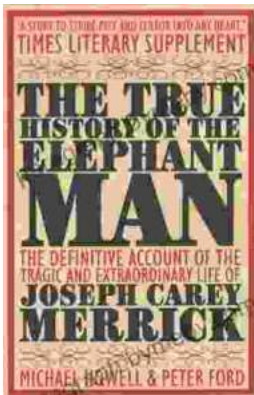
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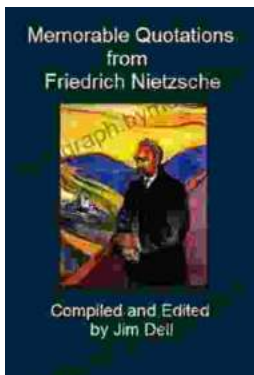
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