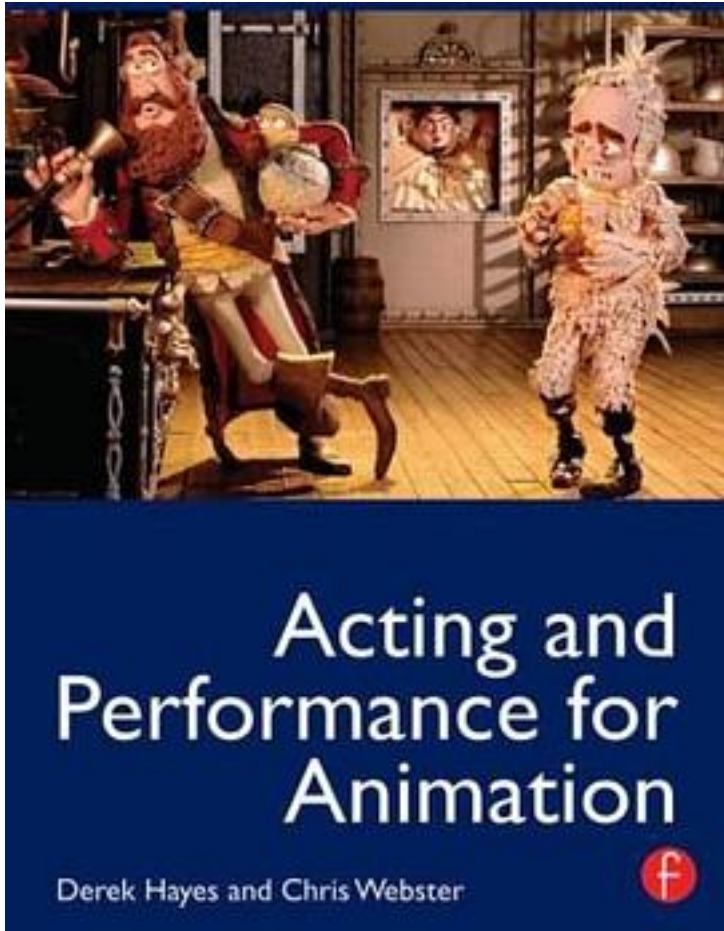


# Acting and Performance for Animation



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著者:Hayes, Derek; Webster, Chris;

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Unique, believable characters that think, feel, and captivate your audience are ones that involve emotion, personality, and story. Successful animators balance all of these elements within a single character and narrative. With Acting and Performance for

Animation, discover how to create dynamic, dramatic performances and believable character interaction for 2D and 3D animation and motion capture. An invaluable resource, Acting and Performance for Animation is a practical guide to the variety of performance techniques relevant to animators. Develop believable character interactions with chapters detailing the principles of performance, performance types, character emotion and personality, physical and psychological performance, and scene composition. Analyze scripts, sound, acting, action and performance with hints, tips, and animated examples featured in an extensive guide for animators working in film, TV, games, and commercials. Explore different performance techniques based upon the experiences of seasoned animators and actors with case studies featuring Peter Lord, John Stevenson, Marco Marengi, Mark Baker, Neville Astley, Joanna Quinn, and more.

作者介绍:

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## 标签

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