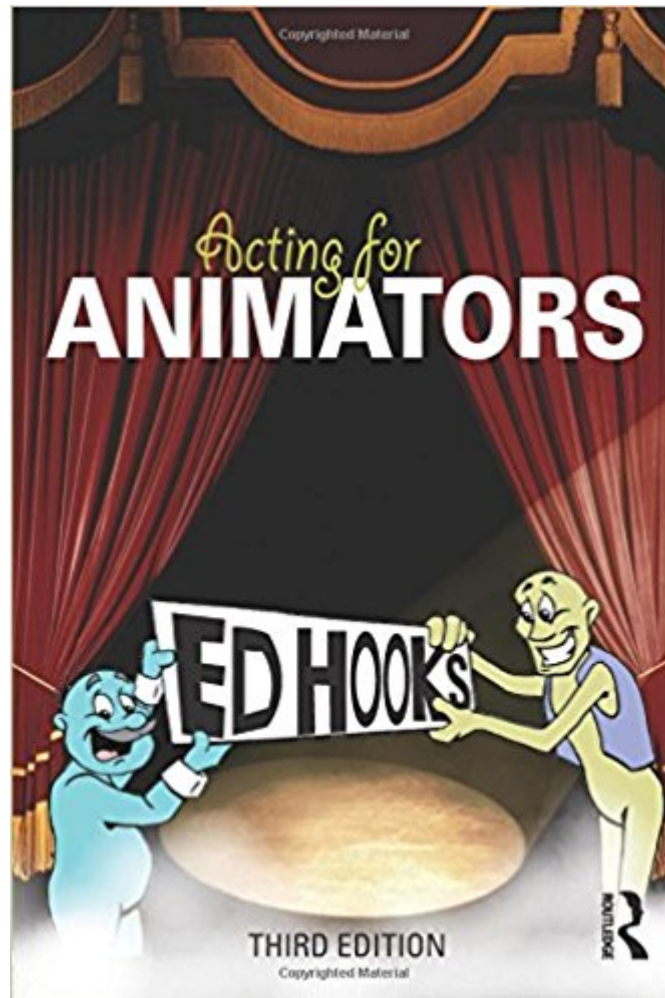




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Acting For Animators



Synopsis

Ed Hooks' indispensable acting guidebook for animators has been fully updated and improved! Hooks uses basic acting theory to explain everything from character movement and facial expressions to interaction and scene construction. Just as acting on film and on stage are very different disciplines, so is the use of acting theory in creating an animated character, scene or story. Acting for Animators is full of essential craft tips from an acting master. New to this Routledge edition: - scene-by-scene analyses of six films, including Up, Coraline and Kung Fu Panda - an expanded chapter on video game animation - all-new illustrations - a 500 word history of acting

Book Information

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Customer Reviews

Ed Hooks was a professional actor for 30 years before becoming one of the most respected acting teachers in the world. He has taught Acting for Animators for most major animation studios and video game companies, including Disney Animation, Valve Software, Ubisoft, Warner Brothers, Sony and Electronic Arts, and has been a featured speaker at many international animation festivals and conferences. He teaches at schools such as Ringling College of Art and Animation (Florida) and Filmakademie Baden-Wurtemberg (Germany). --This text refers to the Hardcover edition.

First half of the book is pure gold. It gives you good amount of theory, and explains acting principles very well. After that part, the book loses its structure. It seems that Ed Hooks tried to quickly go through everything he knew about animation, touching every new topic briefly and generally. Being

an animation student, I have mixed feelings. Some topics are devoted more to directing and screenwriting than acting and animation. Anyway, they do have some really useful information. Huge part of the book is called 'Film Analysis'. It is, in my opinion, the only useless part in the book. It has nothing to do with job that animators do. The author simply reviews really high quality movies, and he also admits the animation is great in all of them. It's their plot that's being analysed, and the whole analysis is a bit subjective. There's some really cool acting exercises in the end of the book. Last and not least, Kindle version of the book lacks all the video materials that are present on the CD with the paper version. It's not a big deal at all, just something to be aware of. Nevertheless, I find "Acting for Animators" really useful. Its first half is a must read for any animator.

I am an animation student beginning my study of acting. This book has proved invaluable. It takes you through step by step how to act out a scene (showing the difference between live acting and animated acting when possible). It briefly touches on the Laban acting method which I had never heard before and tells you just enough to let you know you don't know anything about it. The CD accompanying the book shows some video samples of Laban which seemed pretty obvious and unnecessary. It didn't take away from the book. Just didn't add anything for me. I've heard from so many animators that complain they weren't taught acting. This book is as close to an acting workshop as you'll ever get.

Ed Hooks is a wonderful guy that really knows his stuff when it comes to this particular field of study. His lecture basically covers his book but is worth hearing him tell stories about the studios he's visited and the people he meets. For a deep dive, I recommend students to follow up his book with a book on body language that law enforcement use. I forget the name but it's here on as well.

This book is very important for who is just starting or for who is already in business for awhile. Sometimes we're worried too much with body mechanics, arcs, timing, etc.. and we forget about the most important, THE CHARACTER! The character and telling the story are the reason of animating after all, your animation must work accordingly. The books helped me a lot with mindset to approach it wisely.

As a storyboard artist I found this book fairly helpful in understanding a little bit more about acting and how to incorporate it within my work. I'd say this would best go along with an acting class, reading it alone can only provide so much instruction. Animators and storyboard artists alike can

really learn and improve from some significant acting training.

Extremely helpful and easy to read, this is a must have for anyone interested in/or in the field of character animation. Be it for entertainment/film, gaming or advertising, this book is helpful for all. It includes scene by scene breakdowns of some great animated films and tells you what you should aim for, what works. It is a great product and I guarantee you'll love it.

Great read, and opens up a lot to think about in regards to acting in animation. The writing is easy to follow, and Ed Hooks inserts a lot of his personality and humor into the reading which helps the reader feel involved making this book more of a class rather than simply another book.

Great book. Thanks Ed Hook

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