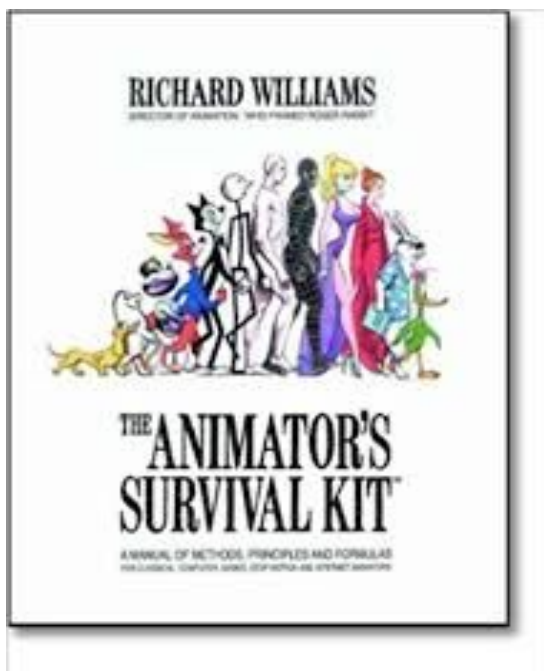# Top 3 Books on Animation

Book #1: "The Animator's Survival Kit"

Author: Richard Williams

Published By: Faber and Faber, in 2001

Book Review

"The Animator's Survival Kit" is basically a manual of methods, principles, and formulas for all types of animators, ranging from computer and video-game animation, all the way to classical and stop motion animation. It's great for beginner animators or sketch artists and is easy for most people to understand it for people who are new to the concept and study of animation. "The Animator's Survival Kit" is mainly about character movement. The steps and formulas in this book can be used for any animation style. Richard Williams, the author of "The Animator's Survival Kit", focuses a lot on character motion. He shows you simple motions like walking from various angles, to show what muscles what muscles are moving on a human and many other creatures. He then walks you through the flexibility in a character's motion. Flexibility is one of the most important things to know and use while animating a character. But it's also one of the harder things in animation to do, and often hard for beginner animators to grasp. But Richard Williams puts it into words so that even normal people could understand it. Mr. William says that making a character look loose and flexible is the toughest thing to master. So he shows us ways joints move and how they should be drawn and how to overlap tiny movements of actions while animating. Overall, the book is put into words so that anybody could understand it, and that any animator at any skill level would find this really useful no matter what.

About the Author

Richard Williams is an veteran Animator who's been working in animation since the 90's, and was best known for being animation Director of the animated film "Who Framed Roger Rabbit." After his life's work "The Cobbler and the Thief" flopped, an animated film he directed, he left the animation industry and retreated to a small island off the West coast of British Columbia, in Canada. Over the years he developed a lecture he wanted to share aspiring animators. His first lecture took place in Vancouver. It was $850 to listen to his lecture, but it was worth every penny. His lecture later became super popular, so he started traveling all over the country. "The Animator's Survival Kit" is one of the best books on animation if not the best.

Top 3 Books on Animation
Book #2: "Chuck Amuck"
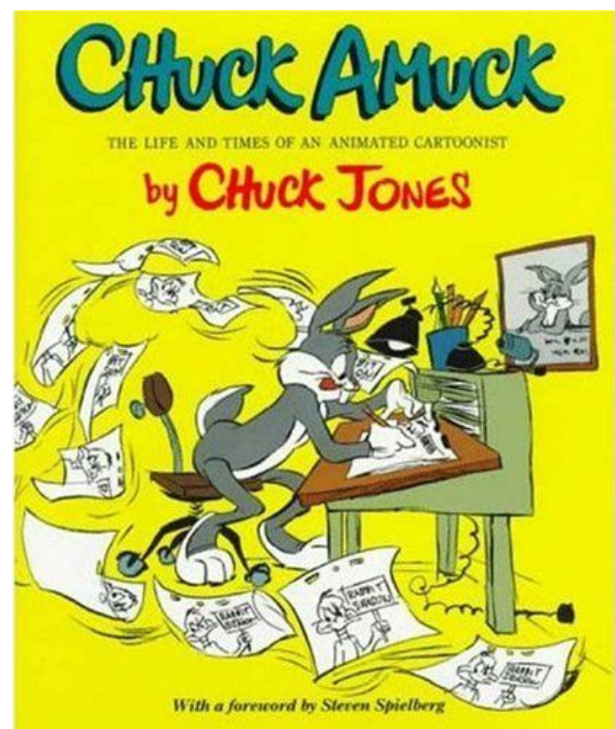
Author: Chuck Jones

Published By: Farrar, Straus, & Giroux, on October 1st 1989

animators ever. He was born on September 21, 1912 and died on August 22, 2002.

Book Review

"Chuck Amuck" is more about Chuck Jones himself. Now don't get wrong idea, it's not some big biography, but rather the things Chuck Jones has learned while in the animation industry. He shares all sorts of tips and tricks on how to draw. He teaches us how to draw simple shapes and use them to create animals, people, places, and basically just character design, rather than animation motion. Chuck Jones wants readers to draw whatever comes to mind and just have fun with it. The book mainly explains simple drawing techniques and is recommended for people who want to develop their drawing skill. This book is all about the basics of drawing. This is a great book for beginners who want to take up drawing. "Chuck Amuck" gets 5 stars!
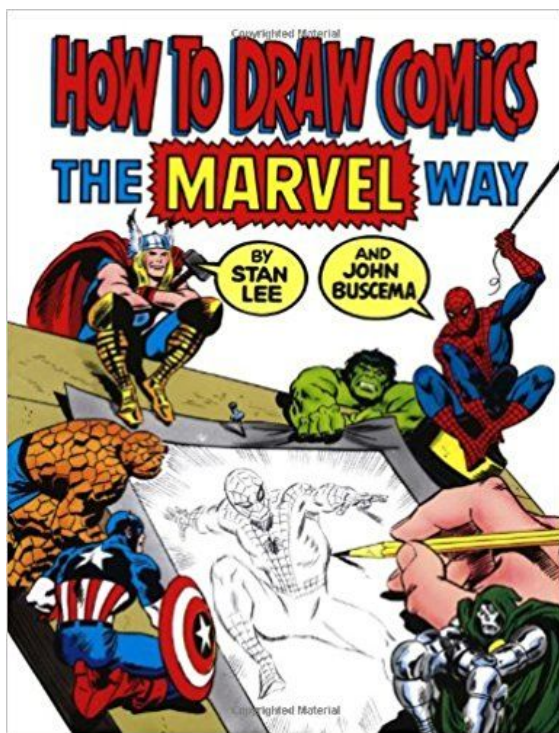
About the Author

Chuck Jones is famously known for being co-creator of Daffy Duck, Bugs Bunny, Pepe Le Pew, Wile E. Coyote, and Roadrunner. He's famous for creating many cartoon idols such as these, and is considered one best

Top 3 Books on Animation

Book #3: "How to Draw Comics The Marvel Way"

Author: Stan Lee and John Buscema

Published By: Marvel Fireside Books, in 1978

Book Review

Just like the last book I reviewed, "Chuck Amuck," this book isn't really about animating character movements but rather focusing on character designs, like "Chuck Amuck." But unlike "Chuck Amuck," "How to Draw Comics the Marvel Way," focuses on more realistic characters unlike the examples they used in Chuck Amuck, which were really cartoonish characters like Bugs Bunny or Daffy Duck. The Marvel Way Lee and Buscema wrote uses superheroes like Thor or Captain America to demonstrate the human design process. Superhero drawings sound like they wouldn't look all that realistic but that's where you'd be wrong. Lee and Buscema explain that a superhero's looks aren't all that unrealistic. Every superhero has an outline of the basic human body that show all the muscles a normal person in real life would have. The Marvel Way mainly focuses on the human body and how to a human in different poses or positions, and walks you through simple steps to achieve this. This book would be real handy if you ever wanted to create your own semi-realistic human character. 10 out of 10!

About the Author

John Buscema and Stan Lee are long time friends and business partners that lead the comic book company, Marvel Comics. It would be impossible for me list the countless the superheroes Stan Lee has created, along with the few Buscema was involved in. But I'd say the Superhero they're most famous famous in taking part of creating, should be Spider-Man. That it's all I have to say. These 3 books I reviewed are deeply recommended if you ever want to get into animating, or even just drawing.