

1. Record Nr.	UNINA9910462999203321
Titolo	Civil War America : a social and cultural history // edited by Maggi M. Morehouse and Zoe Trodd
Pubbl/distr/stampa	New York : , : Routledge, , 2013
ISBN	0-203-09516-2 1-299-13697-4 1-136-21183-7
Descrizione fisica	1 online resource (xxvi, 326 pages)
Disciplina	973.7/1
Soggetti	Regions & Countries - Americas History & Archaeology United States - General United States History Civil War, 1861-1865 Social aspects
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph

2. Record Nr.	UNINA9910461739603321
Autore	Webster Chris <1954-, >
Titolo	Action analysis for animators // Chris Webster
Pubbl/distr/stampa	Boston : , : Focal Press, , 2012
ISBN	1-136-13653-3 1-136-13654-1 1-280-58224-3 9786613612021 0-08-095935-0
Edizione	[1st edition]
Descrizione fisica	1 recurso en linea
Disciplina	777 778.58
Soggetti	Cine Libros electronicos Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Machine generated contents note: Introduction Why analyse action? The Study of Motion Naturalistic action, abstract action, Dynamics and Laws of Motion Animation Principles Figures in Motion Assignments Animals in Motion Assignments None Organic Action Clothing and costumes, Water, Wind, Fire, Others Capturing Action Methodologies for Analysis Reference and Research Sources, Creating a Reference Library.
Sommario/riassunto	Action Analysis is one of the fundamental principles of animation that underpins all types of animation: 2d, 3d, computer animation, stop motion, etc. This is a fundamental skill that all animators need to create polished, believable animation. An example of Action Analysis would be Shrek's swagger in the film, Shrek. The animators clearly understood (through action analysis) the type of walk achieved by a large and heavy individual (the real) and then applied their observations to the animated character of an ogre (the fantastic). It is action analysis that enabled the animation team to visual