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| 1. Record Nr. | UNISALENTO991003347189707536 |
| Autore | Pirlone, Francesca |
| Titolo | I borghi antichi abbandonati : patrimonio da riscoprire e mettere in sicurezza / Francesca Pirlone |
| ISBN | 9788891740588 |
| Descrizione fisica | 112 pages : illustrations ; 23 cm |
| Collana | Cittò e territorio ; 301 |
| Disciplina | 711.0945 |
| Soggetti | Historic districts - Conservation and restoration - Italy Ghost towns - Italy - Liguria Historic sites - Earthquake effects - Italy - Liguria |
| Lingua di pubblicazione | Italiano |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Nota di bibliografia | Includes bibliographical references (pages 107-112) |

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| 2. Record Nr. | UNINA9910974659803321 |
| Autore | Wright Jean Ann |
| Titolo | Voice-Over for Animation // Wright, Jean |
| Pubbl/distr/stampa | Abingdon : , : Routledge, , 2013 London : , : Bloomsbury Publishing (UK), , 2023 |
| ISBN | 9786612954207 9781136139499 1136139494 9781136139505 1136139508 9781282954205 1282954202 9780080927770 0080927777 |
| Edizione | [1st edition] |
| Descrizione fisica | 1 online resource (282 p.) |
| Collana | The Morgan Kaufmann series in interactive 3D technology |
| Disciplina | 778.5347 |
| Soggetti | Animation (Cinematography) Digital animation |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Includes index. |
| Nota di contenuto | Introduction to animation voice-overs -- User's manual for your voice -- Animation voice-over techniques -- Dialects -- Developing characters -- Your animation video -- Finding an agent or representative and looking for work -- Voice casting and marketing your talent -- Recording for cartoons -- Recording for animated features, games, theme parks, toys, and narration -- ADR -- Dubbing -- More practice copy. CD index (TRT: 78:37 minutes) -- 1. Character placements (06:21) -- 2. Character file workout (22:39) -- 3. Making an animation video (05:18) -- 4. Writing the demo (07:46) -- 5. Recording the demo (02:05) -- 6. Kathy Matchiner demo session recording (06:10) -- 7. Kathy Matchiner ani demo (01:47) -- 8. Edgar Recinos demo with no music or SFX (02:14) -- 9. Edgar Recinos ani demo (01:59) -- 10. M J Lallo |

animation demo (01:25) -- 11. Making animation singing demo (04:45)
-- 12. VO home studio set up (15:39).

Sommario/riassunto

Voice Over for Animation takes animation and voice-over students and professionals alike through the animated voice-over world. The book provides information, exercises, and advice from professional voice-over artists. Now you can develop your own unique characters, and learn techniques to exercise your own voice gain the versatility you need to compete. You can also learn how to make a professional sounding demo CD, and find work in the field. Author MJ Lallo opened her own studio in 2000. She is a VO artist, director, producer, and casting director, casting from her own VO roster. She teaches VO as well and hires pros in the industry to guest direct. She just cast a video game for DreamWorks and also cast and contributed character reads to a Houghton-Mifflin American history book. The accompanying CD is professionally recorded, and features:

1. Improvization in character development
2. Examples of how to make an animation demo from beginning to final product.
3. Adapting your characters to animation scripts
4. Animation Talent Agent interviews
5. Casting Director interviews
6. Interviews with Animation Voice-Over Artists
a. Nancy Cartwright (Bart, The Simpsons)
b. Cathy Cavadini (Blossom, Power Puff Girls)
c. Bill Farmer (Goofy)
