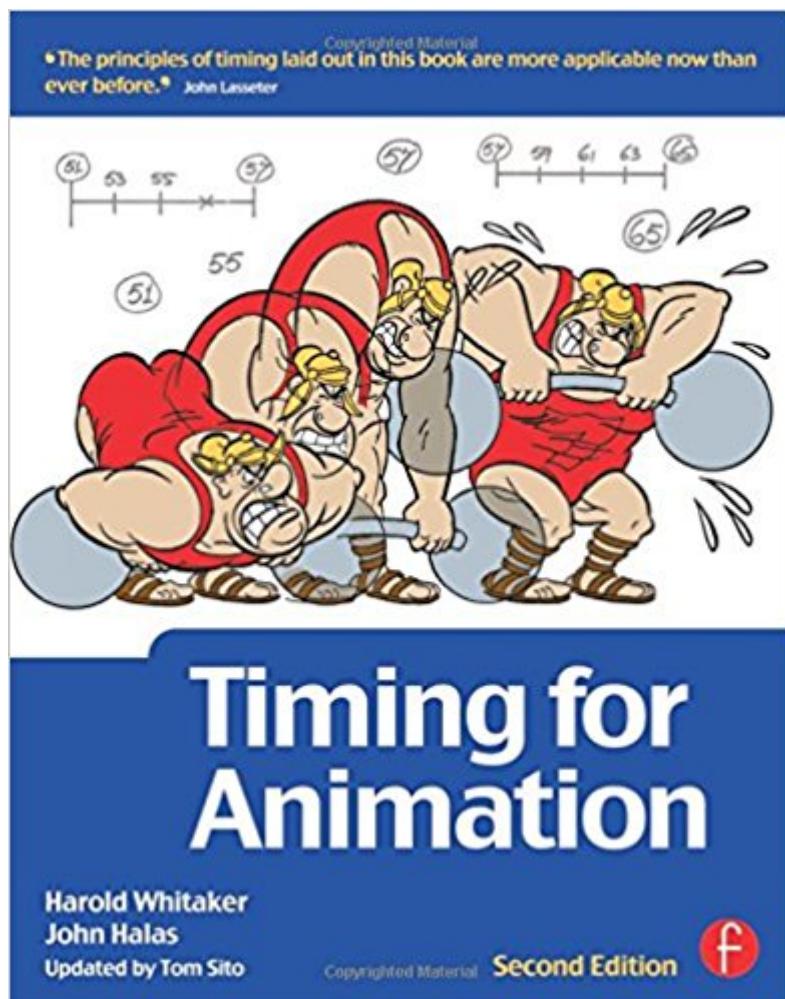


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# Timing For Animation



## Synopsis

A classic of animation education since it first published in 1981. For more than 25 years, copies of *Timing for Animation* have been sitting dog-eared and spine-split on desks and workstations around the world wherever animation is produced. All you need to breathe life into your animation is at your fingertips. All the vital techniques employed by animators worldwide are explained using dozens of clear illustrations and simple, straightforward directions. Learn how animations should be arranged in relation to each other, how much space should be used and how long each drawing should be shown for maximum dramatic effect. Fully revised and updated, the second edition includes timing for digital production, digital storyboarding in 2D, digital storyboarding in 3D, the use of After Effects and much, much more! Timing shows weight, mood, and power and can make or break an animation - get it right the first time with these tried and tested techniques. Get straight to the good stuff with simple, no-nonsense instruction on the key techniques like stretch and squash, animated cycles, overlapping, and anticipation.

## Book Information

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## Customer Reviews

"Among my favourite books, *Timing for Animation* (Focal Press), by Harold Whitaker and John Halas ranks high. Originally written in 1981 (and newly revised in 2009) this slim volume presents a thorough analysis of the many kinds of timing issues one encounters in producing a narrative style animated film. Timing on Bar Sheets, Movement and Caricature, Newton's Laws of Motion, Objects Thrown Through the Air, Timing a Slow Action, Timing a Fast Action, Timing to Suggest Weight and

Force... these are only a few of the many chapters included. A thoroughly compiled manual, it's an old and current favourite."--Animation World Network

Known as the "father of animation" and formerly of Halas and Batchelor Animation unit, John produced over 2000 animations, including the legendary "Animal Farm" and the award winning "Dilemma". He was also the founder and president of the ASIFA and former Chairman of the British Federation of Film Societies.

Really helped me understand how to make my 2D drawings more cartoony and have that visual oomph needed to convey emotions and action from 2D into the real world.

I have many books on the topic and this is a very, very good one. Timing is key and this book proves it. I have many (character) animation books and this one is one of my last purchases. Is it new material, well for the time of its' printing, yes, but many books today have used this books information in various ways. The fact that it is a shorter book makes it easy to access information. What the topic of character animation really needs is a book solely for CG. If this books information was transferred to CG tools it would be the bible. Timing charts are great for 2D but for CG we need to know how to apply this to the graph editor and dope sheet. I'm still waiting for that book. :)

Its a great book, yet its too short. I could have used 1000 more pages. I want all kinds of walks, jumps, swings, at different angles. I wish it was organized in levels of difficulty as well. Start out simple, basics like squash and squish, walk cycles, then more dynamic movements, its sort of all over the place. All in all, its a great resource and if you can pick it up for under \$10, you won't be disappointed. Yet, I am still searching for a comprehensive book focused on timing and motion for animation.

This book is very easy to read, it explains timing with a lot of examples. I bought it with the intention of learning about the old time chart but unfortunately it doesn't provide a lot of information about it. It is mentioned though.

I'm studying animation for awhile now, and I was expecting a thoughtful aproach about timing but it's not that deep, the book is very good for who is starting and trying to understand the process and learn the first steps on timing. It didn't add much to my knoledge, mainly about timing. Though I don't

regret reading it, it's not a bad book at all.

Great book! As a newbie to animation, it was worth the price.

Very helpful and easy to follow a great book for students and people starting out

I've been an animator for 18 years, this is my go-to book. I really like the written descriptions of the animation as well as the helpful illustrations. These older animators knew what they were doing and it's great to learn from them. The Steve Robets and the Richard Williams books are super too.

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