



The animation producer's handbook /

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Monografía

Animation is one of the fastest-growing fields in film & television, & it is also integral to video games & web development. This is an easy-to-read guide to the business & management processes of producing animation - developing a concept, pitching it, recruiting a team, & managing different stages of production

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Contenido: 1. Animation -- 2. The producers -- 3. The concept and the pitch bible -- 4. Project development -- 5. Setting up the pre-production process -- 6. The 2D pre-production process : part one -- 7. The 2D pre-production process : part two -- 8. 2D production -- 9. Pre-production and 3D animation -- 10. 3D production -- 11. Post-production -- 12. Producing Flash, stop motion and multipath movies

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