



# Animation Production

DOCUMENTATION AND ORGANIZATION

Robert B. Musburger

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# Preface

This book has been prepared to fill a gap in the understanding of an often ignored or hidden aspect of animation production. Despite the appeal of sitting at a computer or drawing board and creating an award-winning animation without further thought, in reality, there are a variety of processes that should be considered and then accomplished during that process.

Part of the process of describing accurately this process, which I have labeled "Documentation," comes from the somewhat happenchance development of the art and skills of animation. The titles and uses of some of the documents described in this book vary among the many different styles and methods of producing animation. Kindly excuse the redundancy and contradiction in some of the details of this book.

An effort was made to indicate a reasonable, systematic approach for the use of various documents and forms described in this book. It starts with the basics of the original idea, continues with methods of developing that idea to the specifics of preparing and writing scripts, and completes the path with charts to assist in a logical path to actually start to create your animation. Handling sound and the final postproduction forms completes the listing of documentation and forms.

An extensive bibliography and listing of Internet sources to help you research your work, along with a glossary to define unfamiliar terms, complete this book.

Animation is a combination of art, technology, insightful creative thinking, and critical choices. Don't ignore any of those factors.

Good luck. I will watch for your acceptance of an Annie or an Oscar, as some of my other students did in the past.

**Robert B. Musburger**  
*Seattle, Washington*