## ANIMATION

FROM CONCEPT TO PRODUCTION

HANNES RALL



## Overview

4		Introduction Fannes Rall	
G		Guest authors	
7		Overview	
	Pre-	Production ·	
8	1.1)	Script and Storybearding	
50		Figure Drawing for Storyboard and Animation	
76		Character Design – Virtual Casting Couch for Animated Film Stars	
98		What is Production Design for Animation?	
	Expe	rt Interview.	
34		"I basically treat every design like a stage in the theater."	
		Hans Bacher, animation production designer	
	Prod	luction (in various techniques)	
44	2.1)	The Principles of Animation and their Application	
112	22)	Traditional 2D Animation	
	Ехре	ert Interview:	
136		"That scene and that character - that's me!"	
		Andreas Deja, 2D character animator	
254	2.3)	Stop Motion	
		Quest author: Kathrin Albers, award-winning independent animation	
		filmmaker, Hamburg	
276	2.4)	Insight into 3D Computer Animation	
	- Anna Carlo	Guest author: Melanie Beisswenger, Professor of 3D computer animation	
	Expo	Expert Interview:	
300		"For me, animation is the ultimate fundamental training for	
		the elementary understanding of motion."	
	-2	Volker Engel, Academy Award Winner VFX	
1020	Ехре	ert Interview:	
312		"There will be new ways to make things happen."	
		Isaac Kerlow, expert in 3D computer animation	
	App	endices	
320	1	Glossary	
328		Bibliography/Picture Crecits	
134		Recommendations for additional reading	
339		Extra: Future Animation Projects by Hannes Rall	