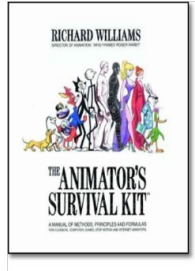




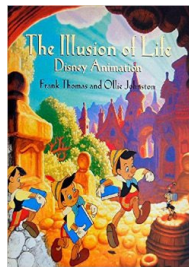
## BOOKS ABOUT CHARACTER ANIMATION

These books are specifically about character animation. This is not by any means a complete list of character animation related books available, but it's a great start to an awesome character animation library.

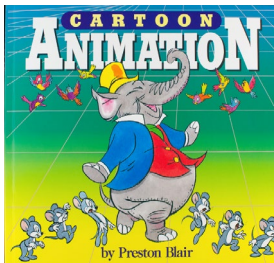


If you own only one book on character animation, it should probably be [The Animator's Survival Kit by Richard Williams](#). Not as pretty or as well organized as *The Illusion of Life*, but so packed with great material it's really a must have for character animators.

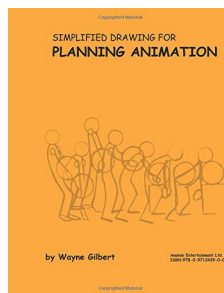
Also available as an [iPad app](#) with fully animated examples!



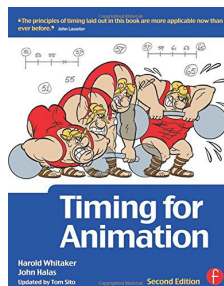
[The Illusion of Life by Frank Thomas and Ollie Johnson](#) is often referred to as "The Bible" by character animators. This beautiful coffee table book is both a history of the Disney Animation Studio, and an accidental text book on how to create character animation, even covering layout, background design, audio production, etc. Etc. If you only own two books on character animation, this should be the second one.



[Animation master Preston Blair](#) created two very short books for Dover on character animation in the 50's. Although brief, the information in them is priceless, as are Preston's gorgeous sketches and drawings. Now both classic books are available as one publication.



[Wayne Gilbert's Simplified Drawing for Planning Animation](#) began as a home grown textbook from the great animation program at the Sheridan School in Canada, this book delves into the all important thumbnailing and planning of character animation in a clear and concise way. Ignore the ugly Comic Sans font, this book is full of deep character animation wisdom!



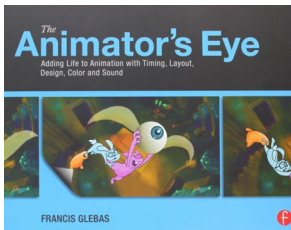
[Halas and Whitaker's Timing for Animation](#) is another classic for character animators, full of terrific insight into the all important aspect of timing for character animation.



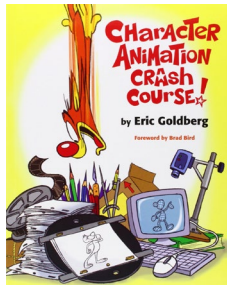
# CHARACTER ANIMATION BOOTCAMP

## CHARACTER COLLECTION

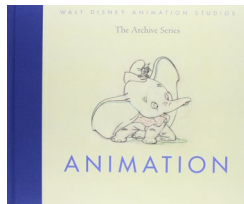
### MORE BOOKS ABOUT CHARACTER ANIMATION



[The Animator's Eye](#) by [Francis Glebas](#) is a nice overview of the whole process of telling an animated story with a focus on characters. It's written in nice little digestible chunks presented to you by the accompanying short film's main characters Bunny and Iggy. As a bonus it comes with a DVD that has the whole production of "The Animator's Eye" short film, and the side of the book is a flipbook of the film too.



[Character Animation Crash Course!](#) by [Eric Goldberg](#) is another great book on the design and development of animated characters.



[Walt Disney Animation Studios Archive Series](#) is another pretty coffee table book with examples of actual animation drawings from the studio's classic films.



[Walt Disney's Nine Old Men: The Flipbooks](#)

Sequences of actual animation drawings from the famous Nine Old Men published as flipbooks!



[Disney Animated App](#)

Not a book, but for the price a pretty cool little iPad app with info and cool interactive stuff about Disney Animation.

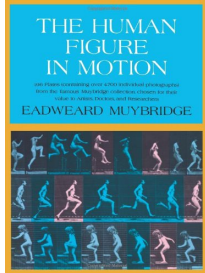


# CHARACTER ANIMATION BOOTCAMP

## CHARACTER COLLECTION

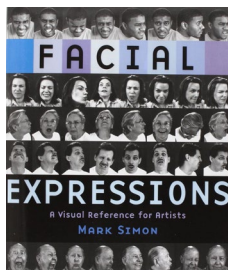
### REFERENCE

Character animators can't really study enough about motion, anatomy, and figure drawing. The more you do it, the better you'll get. Here's some books to help...



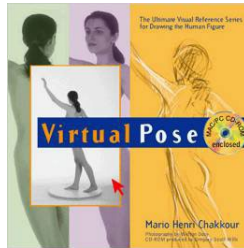
Muybridge is as helpful today as ever. So much good material for character animators and figurative artists in general.

[The Human Figure In Motion](#)  
[Animals in Motion](#)



Mark Simon's great facial reference books are useful for animation, storyboarding, illustration, etc.

[Facial Expressions](#)  
[Babies to Teens](#)

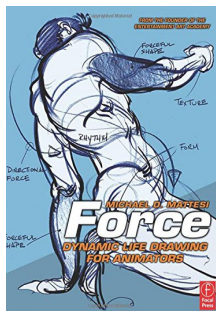


[Mario Chakkour's "Virtual Pose"](#) series is another terrific reference for all kinds of artists.



You don't have to be an expert in life and figure drawing to be a good character animator, but most of the good ones are! The Stanchfield "Drawn to Life" series is a collection of lectures on life drawing for character animators by legendary Disney animator Walt Stanchfield.

[Book 1](#)  
[Book 2](#)



If you want a life drawing book specifically created for animators check out [Force: Dynamic Life Drawing for Animators](#).