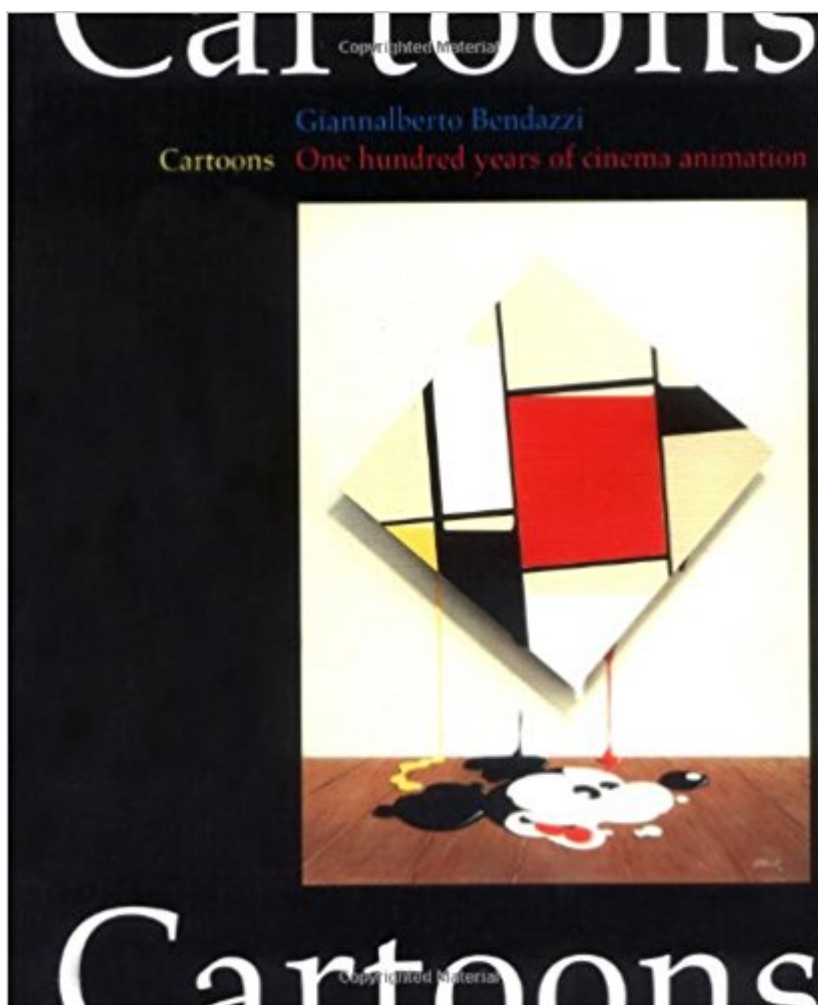


The book was found

Cartoons: One Hundred Years Of Cinema Animation



Synopsis

"... its encyclopedic style will find it a place in the library of everyone interested in the subject." *— Kirkus Reviews* "This exciting and informative encyclopedia... is a worthy and welcome addition to our library on world-wide cartooning... this is a marvelous compendium, one that belongs on the coffee-table and on the scholar's shelf." *— Journal of Popular Culture* "... this valuable effort... promises to be the basic reference on its subject for some time to come." *— Booklist* "Enthusiastically recommended as both a fascinating story and an incredible reference resource for both scholars and aficionados of the art of film." *— Choice* "Best of all, though, are the author's unexpectedly clever insights." *— Los Angeles Times Book Review* "This encyclopedic survey of commercial and fine art animation is well illustrated and international in scope; few new books on animation contain as much material as this important volume." *— Wilson Library Bulletin* The long-awaited English-language edition of a classic study of world animation, *Cartoons* provides the first comprehensive, detailed history and critique of cinema animation world-wide. Over 70 countries, 2,000 animators, and 3,000 films are covered in this lavishly illustrated, authoritative, and encyclopedic account.

Book Information

Paperback: 540 pages

Publisher: Indiana University Press; Reprint edition (January 22, 1995)

Language: English

ISBN-10: 0253209374

ISBN-13: 978-0253209375

Product Dimensions: 7.8 x 1.4 x 8 inches

Shipping Weight: 3.3 pounds

Average Customer Review: 4.4 out of 5 stars 14 customer reviews

Best Sellers Rank: #446,146 in Books (See Top 100 in Books) #99 in Books > Arts &

Photography > Drawing > Cartooning > Anime & Cartoons #252 in Books > Arts &

Photography > Graphic Design > Animation #344 in Books > Humor & Entertainment > Movies > Genre Films

Customer Reviews

This chronological history analyzes animated film as an autonomous art form that has nevertheless been affected by the economics of live-action cinema as well as social and political forces (e.g., the

dislocation of Continental Europe's animators by World War II). This comprehensive study describes concepts and practice, profiles innumerable animators, and concludes with a chapter on computer animation. Because of truly global coverage (from Mali to Mongolia), *Cartoons* introduces such important animators as Russia's Alexandre Alexeieff and Scotland-born Canadian master Norma McLaren while providing details on familiar names like Disney, Walter Lantz, and Tex Avery. Despite the subject's popularity, this should not be considered a coffee-table book but a scholarly reference whose notes and bibliography are valuable sources for further study. Purchase for comprehensive film and art collections. Kim Holston, American Inst. for Chartered Property Casualty Underwriters, Malvern, Pa. Copyright 1995 Reed Business Information, Inc.

Although animation has finally begun to be thought worthy of serious attention, the spate of books on it in recent years has focused primarily on commercial Hollywood animation. Bendazzi ambitiously attempts to fill the gap. He covers more than a century's worth of animation, from the 1888 *théâtre optique* (a device for projecting moving painted images that predates motion picture pioneers Edison and Lumière) to today's cutting edge computer-animation technology. He covers American animation, of course, but also describes developments in more than 70 other countries, in many of which animation emerged more as an art form than a box office draw. His work is not without shortcomings: the writing (the translation, anyway) is occasionally awkward, and despite or because of its exhaustive depth and scholarly approach, the text seldom conveys the delightfulness that makes the best cartoons so compelling. Carping aside, this valuable effort, already well received in France and Italy, promises to be the basic reference on its subject for some time to come. Gordon Flagg --This text refers to an out of print or unavailable edition of this title.

I love and I am actually studying animation, and this book is excellent and very interesting, not only for us the animators, but for everyone who likes history. My mother was an professor of History, tells me how interesting is this book every time she takes a look. The book has a enormous resource about the animation, since the first toys that made animation in our eyes while moving it, until actual animation. I admire all those who made animation, because for a short or long animation, of whichever method, we need to be crazy enough to be able to make one! I recommend it to everyone, this book is not only made for studying, it is also entertaining, until the point that I want to carry it everywhere I go and take a little read each time.

Very good condition

This book provides a comprehensive account of the development of the animation industry in the sense of style and progression by making connections between possible correlations of events and creative ideas.

good

good

I love the history of animation and the author does a great job detailing all of what you could want to know about the great animators of our modern age. Highly recommended.

I didn't end up needing it for my class, but it is very interesting to flip through. Lots of great information for anyone interested in animation.

This book is a very detailed and complete history of animation which covers every aspect of the craft, from the first film to what we know today.

[Download to continue reading...](#)

Cartoons: One Hundred Years of Cinema Animation The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3- D Animation How to Draw Animaniacs Cartoons for Kids Step by Step Book 1: Cartooning for Kids and Beginners (How to Draw 90s Cartoons) (Volume 1) How to draw cartoons: You can draw cartoons (Cartoon drawing books Book 1) How to Draw Animaniacs Cartoons for Kids Step by Step Book 2: Cartooning for Kids and Beginners (How to Draw 90s Cartoons) (Volume 2) How to Draw Animaniacs Cartoons for Kids Step by Step Book 4: Cartooning for Kids and Beginners (How to Draw 90s Cartoons) (Volume 4) How to Draw Animaniacs Cartoons for Kids Step by Step Book 3: Cartooning for Kids and Beginners (How to Draw 90s Cartoons) (Volume 3) How to Draw Animaniacs Cartoons for Kids Step by Step Book 5: Cartooning for Kids and Beginners (How to Draw 90s Cartoons) (Volume 5) Memes: World's Most Hilarious Inadvertently Dirty Cartoons! (Memes, Cartoons, Minecraft, Wimpy Steve, Parents, Kids) An Anthology of Graphic Fiction, Cartoons, and True Stories (Anthology of Graphic Fiction, Cartoons, & True Stories, Volume 1) Animation 1: Learn to Animate Cartoons Step by Step (Cartooning, Book 1) The 50 Greatest Cartoons: As Selected by 1,000 Animation

Professionals Tex Avery: Hollywood's Master of Screwball Cartoons (Legends of Animation) Outlaw
Animation: Cutting-Edge Cartoons from the Spike and Mike Festivals DISNEY'S ART OF
ANIMATION Disney's Art of Animation #1: From Mickey Mouse, To Beauty and the Beast The
Complete Animation Course: The Principles, Practice and Techniques of Successful Animation
Animation (Walt Disney Animation Studios: The Archive Series) Trade Secrets: Rowland B.
Wilson's Notes on Design for Cartooning and Animation (Animation Masters Title)
Elemental Magic, Volume II: The Technique of Special Effects Animation (Animation Masters Title)
Stop Motion: Craft Skills for Model Animation (Focal Press Visual Effects and Animation)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)