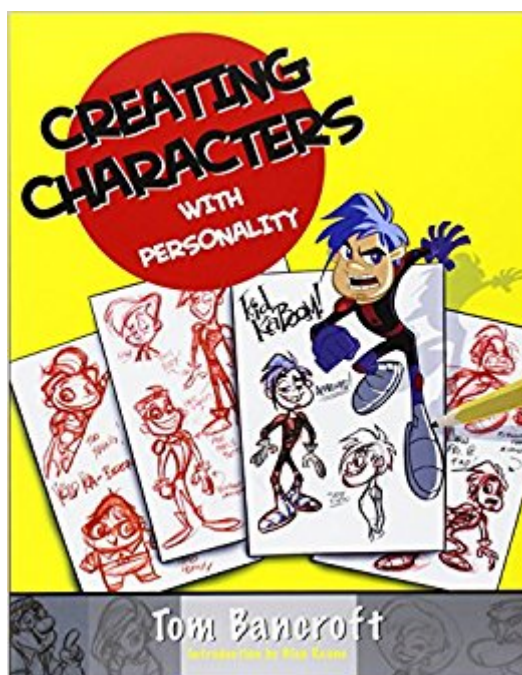The book was found

Creating Characters With Personality: For Film, TV, Animation, Video Games, And Graphic Novels

Synopsis

From Snow White to Shrek, from Fred Flintstone to SpongeBob SquarePants, the design of a character conveys personality before a single word of dialogue is spoken. Designing Characters with Personality shows artists how to create a distinctive character, then place that character in context within a script, establish hierarchy, and maximize the impact of pose and expression. Practical exercises help readers put everything together to make their new characters sparkle. Lessons from the author, who designed the dragon Mushu (voiced by Eddie Murphy) in Disney's Mulanâ "plus big-name experts in film, TV, video games, and graphic novelsâ "make a complex subject accessible to every artist.

Book Information

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Customer Reviews

Tom Bancroft has been an animator for more than fifteen years, working for Disney and Big Idea Productions (producers of Veggie Tales). Most recently, he contributed to Disneyâ ™s Brother Bear. He lives in Franklin, TN.

Another Tom Bancroft book that is a tremendous resource for the various stages that go into creating and developing characters. It is an excellent teaching/learning resource for the beginner, and full of information that experienced artists can apply to their work.I love Tom Bancroft's drawing style, and this book is full of illustrated examples of the tips and techniques he is describing. The illustrations are a nice size... one thing I hate is when art/instruction books have tiny little pictures that obscure detail... but these illustrations are a pleasure to look at.For a companion book, I would

highly recommend another book by Bancroft... Character Mentor:Â Character Mentor: Learn by Example to Use Expressions, Poses, and Staging to Bring Your Characters to LifeÂ I would, and will, give it a similar review.

So I've been in a bit of an artistic rut for quite some time due to matters of style and character design. Just have been feeling my work is just kind of bland and a bit lacking in the uniqueness department, leaving me a bit depressed and frustrated at a hobby and possible career that I used to lovely greatly. After coming across this book and another of Bancroft's books, Character Mentor, I've been able to at least get myself somewhat on the path to achieving what I've been looking.So a bit of info on the book. The book starts with giving you a bit of insight on the world of a character designer and the main types of such in the career field which is a little useful for someone wanting a bit of info to get them into learning more about the field. As you get more into the book you get small assignments here and there and one big one that is covered through the whole book: The fleshing out of an assigned cast of characters for a fake cartoon. With this project, you get some advice and examples from various illustrators and animators like Butch Hartman and Mark Henn at the end of each chapter.This book won't magically tell you the answer (wouldn't we all like such a book xD), but it will at least put you on the road to be more adept at making characters that truly match any descriptions someone might give you for whatever creations they may need.Heh wish I had this book sooner while I was in art school for animation.

Though I wish this book also had a chapter on how to draw men. This is why I am giving this book four stars.Other than that, this book is just what I needed.

I've grown to like Tom Bancroft's books and style of teaching. He has a way of really drawing you into what he's trying to say and gets you involved and interested. Some may see his style as a little too cartoonish but you can't exactly blame him since he worked from many years as an animator for Disney.In this book, Tom Bancroft discusses the importance of adding personality to your characters and giving them life. His focus is to get you thinking from step 1 to plan your character so that when a passer by sees him/her, they can immediately tell what sort of person your character is.Bancroft discusses things such as poses, body shape, expressions and the like for characters of different types including humans (male and female), animals as well as monsters.I would recommend this book to beginners although it can also be helpful for intermediate artists. The only thing I'll add is to say that this book is definitely not a must have. It doesn't have secrets in there that

you can't find anywhere else. Having said that though, Tom Bancroft teaches with a rich background and portrays things quite simply encouraging you to try it out as he teaches through.

The author of this book walks you through the steps and detailed exercises on creating a line of characters for a feature animation. You get a good glimpse into the process the professionals do when creating/planning a feature animation.If you want pointers on creating your own characters this is the book to have. I also recommend the Character Mentor as a follow-up book to this to help give your new characters life.

I ended up buying this book, I don't know why maybe I have a thirst for knowledge. When I received it in the mail I thought, "Oh man why did I get another dumb drawing book that I'll never use?" But I sat down and flipped through the pages. I saw a lot of interesting things. So I started reading the introduction and the author makes a point. There are plenty of books that show you how to draw technically but not a lot of books that show you how to make your character unique. This is a one of a kind book.I read the book in a week and I loved it. It shows you the basics of character design and even has an assignment that runs through the book. You're given a description of some characters and your tasks is to draw him using some of the guidelines that are in the book. The book covers sizes, shapes, variations, creating kids, animals, monsters. It's a really good read, and better than what I was expecting.

Creating Characters with Personality: For Film, TV, Animation, Video Games, and Graphic Novels Designing Creatures and Characters: How to Build an Artist's Portfolio for Video Games, Film, Animation and More Graphic Design Success: Over 100 Tips for Beginners in Graphic Design: Graphic Design Basics for Beginners, Save Time and Jump Start Your Success (graphic ... graphic design beginner, design skills) Interactive Storytelling for Video Games: A Player-Centered Approach to Creating Memorable Characters and Stories Video Games, Violence, and Crime (Video Games and Society) Producing Independent 2D Character Animation: Making & Selling A Short Film (Focal Press Visual Effects and Animation) How Do Video Games Affect Society? (Video Games and Society) How to Draw Anime Characters Book : One Piece Manga Edition Vol 1: Mastering Manga Drawing Books of Japanese Anime and Game Characters (How to Draw Manga Characters Series 5) Travel Games for Adults: Coloring, Games, Puzzles and Trivia: Featuring Over 60 Activities including Group Games, Games for Two, Scavenger Hunts, ... Word Search, Word Scramble and more Warriors Word Scramble: Word Scramble Games - Word Search, Word

Puzzles And Word Scrambles (Word Games, Brain Games, Word Search, Word Search Games, Word ... Scramble, Word Scrabble, Unscramble Word) Hoyle's Rules of Games: The Essential Family Guide to Card Games, Board Games, Parlor Games, New Poker Variations, and More The Art of Drawing Manga & Comic Book Characters: Discover techniques for drawing & digitally illustrating manga & graphic-novel characters (Collector's Series) Set the Action! Creating Backgrounds for Compelling Storytelling in Animation, Comics, and Games Video Games Memes: Hilarious Free Video Game Memes & Jokes 2017 - Memes Free, Memes for Kids, Ultimate Memes, Manga Memes Comic Book Encyclopedia: The Ultimate Guide to Characters, Graphic Novels, Writers, and Artists in the Comic Book Universe 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 Trade Secrets: Rowland B. Wilsonâ ™s Notes on Design for Cartooning and Animation (Animation Masters Title) Stop Motion: Craft Skills for Model Animation (Focal Press Visual Effects and Animation) Animated Life: A Lifetime of tips, tricks, techniques and stories from an animation Legend (Animation Masters)