



# Sketching for Animation: Developing Ideas, Characters and Layouts in Your Sketchbook (Required Reading Range)

*Peter Parr*

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## **Sketching for Animation: Developing Ideas, Characters and Layouts in Your Sketchbook (Required Reading Range)** Peter Parr

Drawing and sketching are central to the art of animation and can be crucial tools in designing and developing original stories, characters and layouts. *Sketching for Animation* offers a wealth of examples, exercises and tips from an army of professional animators to help you develop essential sketching, technical drawing and ideation techniques.

With interviews and in-depth case studies from some of today's leading animators, including Bill Plympton, Glen Keane, Tori Davis and John Canemaker, this is a unique guide to turning your sketchbook - the world's cheapest, most portable pre-visualisation tool - into your own personal animation armory.

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