



Action Analysis for Animators

By Chris Webster

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Action Analysis is one of the fundamental principles of animation that underpins all types of animation: 2d, 3d, computer animation, stop motion, etc. This is a fundamental skill that all animators need to create polished, believable animation. An example of Action Analysis would be Shrek's swagger in the film, Shrek. The animators clearly understood (through action analysis) the type of walk achieved by a large and heavy individual (the real) and then applied their observations to the animated character of an ogre (the fantastic). It is action analysis that enabled the animation team to visually translate a real life situation into an ogre's walk, achieving such fantastic results.

Key animation skills are demonstrated with in-depth illustrations, photographs and live action footage filmed with high speed cameras. Detailed Case Studies, practical assignments and industry interviews ground action analysis methodology with real life examples. Action Analysis for Animators is an essential guide for students, amateurs and professionals.

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Editorial Review

About the Author

Chris Webster is an animator who has worked for twenty years in the industry and has extensive experience as an educator teaching across a broad range of levels from schools, higher education and professional training programmes and within the studio environment. He is currently Head of Animation at the Bristol School of Animation and the University of the West of England.

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