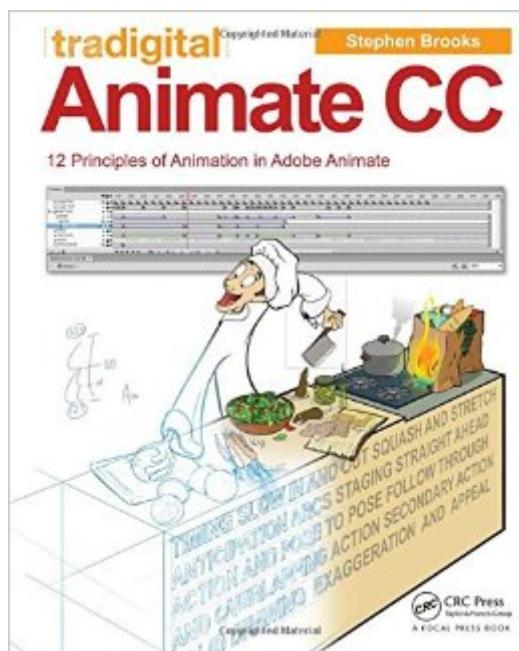## The book was found

Tradigital Animate CC: 12 Principles Of Animation In Adobe Animate

Synopsis

Learn how to bridge the gap between the traditional animation principles and digital software. Tradigital Flash: 12 Principles of Animation in Adobe Flash brings the essentials of traditional animation and Adobe Flash together. The early masters of animationcreated a list of 12 principles which are important for anyone who wants to create interesting and believable animation. Digital animation continues to make incredible technological advancements that give animators the capability to produce visually stunning work. New technology, however, also has a tendency to create an environment where animators are so focused on adapting to the new workflow that they tend to dismiss these fundamental animation principlesâ|which often leads to poor and lifeless character animation. Tradigital Flash helps you focus on these principles while using the programâ™s wide array of features to create believable animation, consistently. Tradigital Flash joins three other Tradigital books covering Maya, Blender, and 3ds Max. This new volume in the series approaches the topic in a different way, giving readers both a practical look at the software, and providing a theoretical understanding of the genre. Learn a new principle in each chapter, the Flash tools most related to it and how to put it all together. A plethora of examples demonstrate the good methods which animators should use in Flash, how to avoid the bad ones and ways to create a workflow that works for you. An easy-to-follow approach with examples throughout the book that build on each other, showing how the principles act together. A companion website http://rubberonion.com/tradigital-animate/ features more examples, downloadable FLA resource files, video tutorials.

Book Information

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& Multimedia

Customer Reviews

Stephen Brooks is the creator of Rubber Onion Animation, a freelance and virtual studio operation. With ads, cartoon shorts and his character work on games such as Moshi Monsters paying the bills, Stephen has been active in creating his own animated shorts, podcast and tutorial series. With a focus on classical, hand-drawn animation, Stephen has been working in Animate CC (formerly called Flash) for over ten years, bridging the gap between the traditional and digital worlds.

Very clearly written explanations. Great idea of applying the traditional principles with specific software.

Not only does this book clearly and concisely explain the principles of animation, the reader learns how to use Adobe Animate and how to be a good animator at the same time. This is not a boiler plate, how-to book. It really teaches how to be an animator thorough Adobe Animate. As an educator teaching 2D animation this book has been a game changer! Just such a great tool!

As a hobbyist, this book is a must have. The author does a great job with walking you through the software. Each principle has its own chapter. The main exercise builds on each principle as you progress farther into the book.If you find ever yourself lost or confused, head to the company website: rubberonion.com and post any of your questions in the forum area and he'll answer it.Best of all, if you're working on PC or Mac; the book easily accommodates to each hardware. As well as older versions of the software.

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