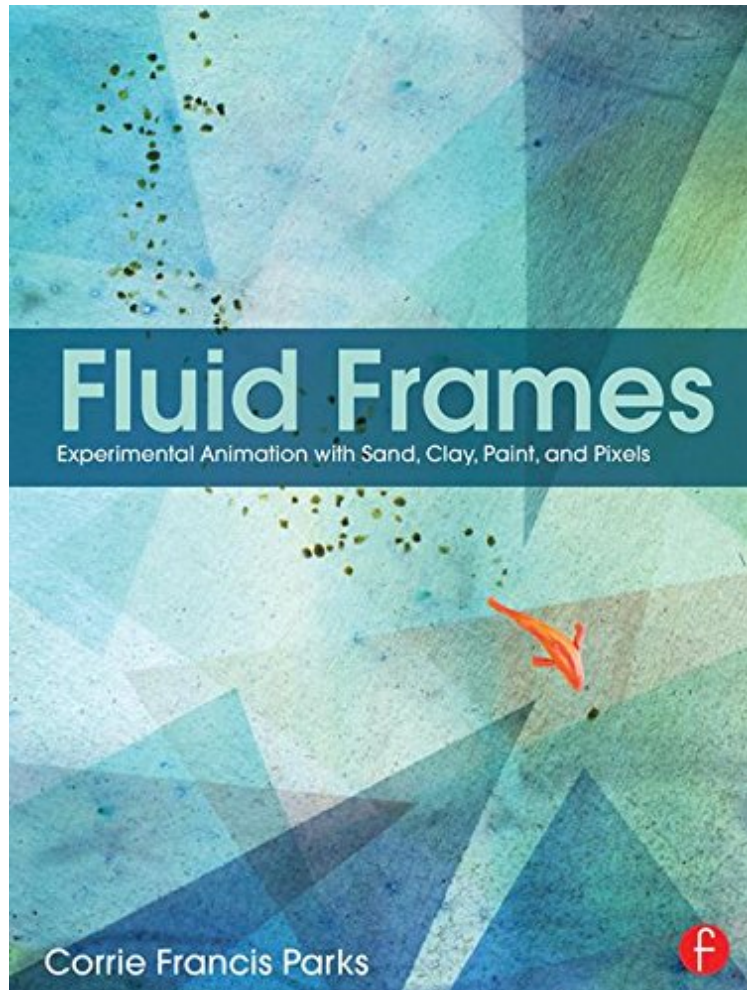


[FREE] Fluid Frames: Experimental Animation with Sand, Clay, Paint, and Pixels

Fluid Frames: Experimental Animation with Sand, Clay, Paint, and Pixels

Corrie Francis Parks

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Corrie Francis Parks : Fluid Frames: Experimental Animation with Sand, Clay, Paint, and Pixels before purchasing it in order to gage whether or not it would be worth my time, and all praised Fluid Frames: Experimental Animation with Sand, Clay, Paint, and Pixels:

1 of 1 people found the following review helpful. A Wonderful and Unique BookBy Nick C SorbinI have a great fascination with stop motion animation. It is an incredibly tedious way to make films, yet it is an area of animation that offers unique possibilities of expression and experimentation - and a chance to literally get your hands into the creative process. Animating with more unusual, and fluid materials, such as sand and paint, offer their own unique challenges and possibilities of experimentation. When I learned of the new book Fluid Frames, by animator Corrie Francis Parks,

which is centered on animating with these materials, I was immediately intrigued. Fluid Frames is divided into two main sections. The first section is really an extensive introduction, getting you thinking about experimenting and laying the foundations for the process. It begins with an excellent look at the history of experimentation in film and then provides advice on telling your story, storyboarding, research, etc. This section also shows how you can set up your own studio, and goes on to explain the fundamentals of animation, especially as they apply to stop motion: timing, spacing, staging, easing, etc. Digital technology is also introduced in this section, showing you how to incorporate it and enhance your work under the camera. Adobes After Effects is the tool covered in this book, however the ideas can be carried over to other applications. The second section is where the book fully explores animating with the materials of sand, paint, and clay, individually. There is an introduction to each which notes the pioneers in these materials, followed by exploring the techniques of working with them, setting up the studio, adding in digital work, and even sound design concerns. This section ends with a look at getting your film out to the public, including preparing a process video, promoting your film, and submitting to festivals. Appendices at the end of the book contain case studies of fluid frame animation on a broader scale, and a listing of artists profiles with links for more exploration and inspiration. The book is very thorough, with plenty of supporting imagery, step-by-step exercises, excellent pro tips and interesting anecdotes scattered throughout. The author uses plenty of excellent film examples throughout the book, including her own award-winning film, A Tangled Tale (I highly encourage you to check out this beautiful film). Fluid Frames is a wonderful and unique book covering a fascinating subject, and one that can be referenced time and again. Its also very inspirational, and easily the most enjoyable art-related book Ive had the chance to look at. If you have an interest in this type of animation, or even if you just have an appreciation for the art, Fluid Frames is sure to please. Thank you, Corrie, for all your hard work in putting this wonderful book together!

Once the realm of a few stalwart artists, animating with sand, clay, and wet paint is now accessible for all filmmakers with an experimental frame of mind. Created directly under the camera with frame-by-frame stopmotion, this "fluid frame animation" provides a completely unique visual world for animators. While pioneering animators such as Caroline Leaf, Alexander Petrov, and Ishu Patel paved the way, the availability of frame capture programs, compositing software and digital workflow is opening up new avenues of exploration for artists of all experience levels. This book will walk you through setting up your studio, choosing and working with your materials, and combining the physical under-the-camera production with digital compositing and effects to enhance your animation. Firsthand advice from experimental animation veterans and rising stars in the field Covers the digital aspects of experimental animation, including the latest techniques in After Effects CC Tutorials and source files for under-the-camera approaches and After Effects enhancements on the books companion website In addition to the practical advice, youll find historical and contemporary examples of successful films, step-by-step tutorials for working under the camera and working with the footage digitally, and interviews and tips from artists who are currently pushing the boundaries in these experimental mediums. Stacked with information and images from over 30 artists, this book is an indispensable resource for both the student and professional wishing to get their hands dirty in an increasingly digital world.

About the Author Corrie Francis Parks animates sand, paint and other unusual materials. With one hand under the camera and the other on the computer keyboard, her films maintain an organic connection to natural materials and traditional production methods while fully integrating digital technology. She teaches and researches animation at the University of Maryland, Baltimore County and her work has been recognized with fellowships from the MacDowell Colony, Fulbright Foundation, Montana Film Office, and the Mustard Seed Foundation. Her award-winning animated shorts have screened at major festivals on every continent except Antarctica. She looks forward to the day when she can count penguins among her biggest fans.