

Acting for Animators: 4th Edition

by
Ed Hooks

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Synopsis

Ed Hooks' essential acting guidebook for animators has been fully revised and updated in this 4th edition. Hooks uses classical acting theory – from Aristotle to Stanislavsky and beyond – to explain everything from character analysis and physical movement to facial expression and scene structure. He speaks directly to animators, instead of stage or screen actors. *Acting for Animators* is an invaluable primer for beginner animators and a useful reference for experienced pros. New to this fourth edition:- 6 new scene-by-scene acting analyses of animated feature films, including *Zootopia* and *The Little Prince*- an annotated analysis of Walt Disney's famous 1935 memo to Don Graham, regarding how best to train animators- advice to the animator about how best to perform visual references- a chapter on Virtual Reality- an online database of Ed's previous film analyses, all in one place.

Sort review

About the Author Ed Hooks was a professional actor for 30 years before becoming one of the most respected acting teachers in the world. He has taught *Acting for Animators* for most major animation studios and video game companies, including Disney Animation, Valve Software, Ubisoft, Warner Brothers, Sony and Electronic Arts, and has been a featured speaker at many international animation festivals and conferences. He teaches at schools such as Ringling College of Art and Animation (Florida) and Filmakademie Baden-Wurtemberg (Germany).--This text refers to the paperback edition.

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What people say about this book

Ebook Tops Reader, "It gives you good amount of theory. First half of the book is pure gold. It gives you good amount of theory, and explains acting principles very well. After that part, the book loses its structure. It seems that Ed Hooks tried to quickly go through everything he knew about animation, touching every new topic briefly and generally. Being an animation student, I have mixed feelings. Some topics are devoted more to directing and screenwriting than acting and animation. Anyway, they do have some really useful information. Huge part of the book is called 'Film Analysis'. It is, in my opinion, the only useless part in the book. It has nothing to do with job that animators do. The author simply reviews really high quality movies, and he also admits the animation is great in all of them. It's their plot that's being analysed, and the whole analysis is a bit subjective. There's some really cool acting exercises in the end of the book. Last and not least, Kindle version of the book lacks all the video materials that are present on the CD with the paper version. It's not a big deal at all, just something to be aware of. Nevertheless, I find "Acting for Animators" really useful. Its first half is a must read for any animator."

Homey Wan Kenobi, "biased review since I attended the author's lecture on the subject. Ed Hooks is a wonderful guy that really knows his stuff when it comes to this particular field of study. His lecture basically covers his book but is worth hearing him tell stories about the studios he's visited and the people he meets. For a deep dive, I recommend students to follow up his book with a book on body language that law enforcement use. I forget the name but it's here on Amazon as well."

Brandon, "good. good"

HadleyM, "Must have for any character animator!. Extremely helpful and easy to read, this is a must have for anyone interested in/or in the field of character animation. Be it for entertainment/film, gaming or advertising, this book is helpful for all. It includes scene by scene breakdowns of some great animated films and tells you what you should aim for, what works. It is a great product and I guarantee you'll love it."

Diego, "IT'S ALL ABOUT THE CHARACTER. This book is very important for who is just starting or for who is already in business for awhile. Sometimes we're worried too much with body mechanics, arcs, timing, etc.. and we forget about the most important, THE CHARACTER! The character and telling the story are the reason of animating after all, your animation must work accordingly. The books helped me a lot with mindset to approach it wisely."

Mattski, "I believe this is is the finest book written on acting for animators available.. It has straightforward examples, a well thought out structure that is both thoughtful and practical, and it obviously comes from an author who has a great deal of insight and experience with his subject."

This is not one of those books written by an academic who has limited hands-on experience in his field. It's short, simple to understand, and gets right to the heart of the matter. It is about digging deep into what makes characters come alive as opposed to moving in entertaining ways on the screen. Any animator who is interested in getting behind the characters that they work so hard to create should read and re-read this book. It will make you a better storyteller and help you understand what motivates meaning as well as motion.”

Alexander OBrien, “Thanks Ed Hooks. Great read, and opens up a lot to think about in regards to acting in animation. The writing is easy to follow, and Ed Hooks inserts a lot of his personality and humor into the reading which helps the reader feel involved making this book more of a class rather than simply another book.”

Lydia, “Helpful. Bought this book because it was required for a class I was taking. Great to have around as reference when I need.”

Tek, “A powerful, insightful and inspiring book.. This is a powerful, insightful and inspiring little book. I direct/coach actors for video games and was drawn to the book as I am curious about the animator's perspective. I'm very glad I did.Ed Hooks opens up the animators world magnificently. Ed takes you on a journey to the beating heart of the animators art and the essence of animation storytelling. The book is rich with fascinating stories, references, practical insight and ideas. I would recommend this as essential reading, not only for aspiring and practising animators but an essential for actors, directors and anyone who loves animation in any way.It has left me with a far greater appreciation for the animator as well an arsenal of perspectives to apply in my work. I just wish I could draw.”

Rachy-Bee, “Are you an animator? You need this in your life!. This book is full of interesting and vital information, advice and lessons about acting specifically for animators.It looks at behaviour, gestures and really getting into the head of your character to help you produce better character animation. I bought this a while ago now for when I was on my Masters course and would recommend any animator of any level to get their hands on a copy too! Especially if you're animating characters.”

Dani, “Imprescindible. Lo considero uno de los imprescindibles para todo interesado en estudios de animación o realizarla aportándole ese toque de "vida" a los personajes. Aporta cosas realmente interesantes.”

Valentino Ballestri, “Must have for Animators!. I haven't finish this book yet but until now is full of great and helpful argument so i really recommend it!”

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