

Your Online Animation School. For Life.



Rocket Sky Catalog 2020

Table of Contents

Welcome to Rocket Sky	1.
------------------------------------	----

Part 1. Why Study with us at Rocket Sky?

Learn to Master the Most Elusive Art Form	3.
The Story of Rocket Sky.....	4.
What do we offer at Rocket Sky?.....	5.
Our Professional Contributors.....	6.

Part 2. The Rocket Sky Educational Experience

Our Unique Learning System	8.
Our Mentors	8.
Mastery.....	8.
Student Participation	9.
Periodic Guest Speakers	9.
The Rocket Sky Animation Club.....	9.

Part 3. Program Overview

FOUNDATIONS I.....	11.
FOUNDATIONS II.....	12.
INTRO TO CHARACTER ANIMATION.....	13.
ADVANCED CHARACTER ANIMATION.....	14.

Part 4. The Admissions Process

HOW TO BEGIN.....	16.
STUDENT ACESMENT PROCESS.....	16.
ENROLLMENT IN ROCKET SKY.....	16.
RETENTION OF RECORDS.....	16.
TUITION AND FINANCIAL AID.....	16.
POLICY OF DISMISSAL.....	17.

Part 5. Policies and Procedures

ATTENDANCE	19.
LEAVE OF ABSENSE	19.
VACATION	20.
GRADES	20.
MINIMUM GRADE POINT AVERAGE	20.
ACADEMIC PROBATION	20.
STUDENT COMPLAINTS	20.

Part 6. System Requirements.....

Part 7. Required Reading and Materials.....



For more information contact
info@rocketsky.ca

Welcome to Rocket Sky.

CANADA'S FINEST CHARACTER ANIMATION SCHOOL, COMPLETELY ONLINE

ROCKET SKY's 3D character animation program is one of the most comprehensive, innovative and effective animation training programs in the world. We use a mentor-style approach, coupled with a unique online learning system that is structured to develop the novice into a skilled professional over the course's duration. We specialize in developing character animators to work in the TV, Feature Film and Video Game industries.

We focus on classical animation principles and basic fundamentals and apply them within the world's best 3D software; Autodesk Maya. This simple approach develops the art and the artist. Repetition is the mother of skill, and through simple exercises, small and large project-based assignments and the focus on fundamentals rather than software, Rocket Sky students become skilled in all facets of this elusive art form. Ultimately students can expect to produce a high quality portfolio that showcases their skills and talent.



Alex Prestay
Former Student,
Professional Animator, Inspector Gadget

*“When I started my first job I was incredibly nervous. But almost immediately I realized that everything that was expected of me, I had just experienced in school. I was completely prepared.
For that, I can't thank you enough!”*



Eyegortron is a Foundation model exclusive to Rocket Sky students.

Part 1.

WHY STUDY WITH US AT ROCKET SKY?

The Rocket Sky Approach

LEARN TO MASTER THE MOST ELUSIVE ART FORM

Animators are a unique breed; part artist, actor, puppeteer and of course, nerd. They're also extremely driven, and incredibly patient. It's these characteristics that lead to successful careers in this amazing industry. But the road to success is a bumpy one, it takes dedication and commitment and the understanding that this elusive art form is a never ending quest.

Specialization is very important when it comes to working in the various 3D Animation Industries. Good studios and production houses are far more interested in artists with specialized skills than a jack of all-trades and a master of none, with some experience in bit of everything. It's never been easier to convince people that it's the software itself that creates the art that we see on our TV and silver screens and in our video games, and that to be successful you must learn to drive this software as if it's a vehicle. But the software is simply a tool for the artist, just like a pencil. All 3D software is essentially the same, and although they all have distinct appearances and unique functions, they all perform the same general tasks when it comes to animation. We focus on the art and the artist, and the constant development of both, and our process creates the highest quality results possible.



Rocket Sky is designed for serious students who wish to pursue careers in the feature film, television and video game industries. Our unique system of learning is a combination of theory, history, study and practice, staged accordingly to ensure constant development. This course is very much reliant on the individual student's commitment to learning this sought-after craft. Ultimately, we provide every necessary element for success, but it's truly up to the student to use this process and commit to each stage.

Part 1. The Story of Rocket Sky

ORIGINS

While working in the Animation Education field for the better part of the past decade, we made a monster discovery. Traditional 3D animation schools and teaching approaches are not as effective as a system with thoroughly prepared, professionally produced animation tutorials within a mentor-ship. This discovery was made by chance when a student had missed time for personal reasons and a video tutorial was created to assist the student in catching up with their work. Because the tutorial was so thorough, well planned and executed, the student learned the topic much faster, and because they were able to watch it over and over, the information was far better received. The student not only caught up to their classmates, but surpassed them shortly after, and because it was so obvious, the rest of the class used the tutorial and had a much better skill set and retained the knowledge of the topic more thoroughly than with the previous live lecture and traditional learning methods. It was here that Rocket Sky was born. This methodology amplifies the learning process and because the system allows for professional feedback at any point, the topics are learned faster and the work produced is at a much higher quality.



**“The future of education
is online learning.”**

-Mark Cuban

Star of Shark Tank and owner
of the Dallas Mavericks

What do we offer at Rocket Sky?

3D COMPUTER ANIMATION

ROCKET SKY is a course in 3D Computer Animation, with the emphasis on Character Animation. Students will be responsible for supplying their own equipment, including the computer, the software (free download from the Rocket Sky Campus), broadband internet access, and other materials for the program's projects and assignments. We will be using Autodesk Maya, and if necessary, we will provide the means for acquiring the software and software training shortly after enrollment. A free, student license for Maya can be downloaded from our resource section. Autodesk Maya is considered the industry standard for professional character animation studios. As such, our character models, examples, and assignments are built to be used with Autodesk Maya. Rocket Sky is not responsible for lost or damaged Autodesk Maya files and does not provide a service for file archiving. It is the student's responsibility to save, back up, and archive their own work.



Our Professional Contributors



GARTH DRAKE

Garth has been a character animator since 1996, working in the television, feature film and video game industries. He's worked for some of the finest studios in the world like Mainframe Entertainment, Electronic Arts and DHX Media. Garth is the founder of Rocket Sky and developed the school's curriculum based on a unique, classical approach to animating, and applying these principles within today's modern 3D software.



CHRIS BUCKLEY

Chris has been a character animator for almost two decades and has worked for some of the finest studios in the world, like Industrial Light & Magic, Sony Pictures, Titmouse and Image Engine. His animation credits include: Pacific Rim, Smurfs I and II, Escape from Planet Earth, Her and most recently, Ninja Turtles.



KELSEY WAGNER

For almost twenty years Kelsey has worked as a character animator for some of the world's greatest studios like Sony Pictures and Rainmaker Entertainment. His animation credits include Cloudy with a Chance of Meatballs I and II, Hotel Transylvania, Escape From Planet Earth and Arthur Christmas.

For a full list of instructors and contributors visit www.rocket sky.ca

Part 2.

THE ROCKET SKY EDUCATIONAL EXPERIENCE

OUR UNIQUE LEARNING SYSTEM

After being accepted by Rocket Sky, students will immediately be immersed in the Rocket Sky process for learning the art of Character Animation. Our system of learning includes documentaries, lessons, demos, tutorials, exercises, and small and large project-based assignments. At every step students can ask questions or receive feedback directly within their personal Rocket Sky Learning System. Our feedback or critiques may be in the form of detailed notes or a recorded session of the process of reviewing and critiquing the student's work. This could include video footage of working directly within the Maya file. Students may request a one-on-one conversation either on the phone or Skype, if deemed necessary. This unique mentorship ensures that Rocket Sky students receive the detailed attention they need to develop and grow as much as possible during the course duration.

ONE-ON-ONE TRAINING

Our mentors and professional contributors are some of the top character modelers in the world, as well as some of the best instructors in the world. We'll guide you and help you, cajole you and push you, whatever it takes to get the most out of our students. It's our job to make Rocket Sky students the best animators in the world, and we're committed to that challenge 100%.

MASTERY

Although true mastery may take years, at Rocket Sky we know that one can only be a master of the fundamentals. We also truly believe that "repetition is the mother of skill". If you want to be good at something, practice it over and over. Our developmentally-based learning system was created around these fundamental processes. These simple philosophies coupled with our professional guidance are what set Rocket Sky's students and our high standards apart from the rest.



STUDENT PARTICIPATION

The benefit of helping and giving feedback to others is immense. Rocket Sky encourages our students to treat the website and its forums like a physical campus, meeting their fellow classmates, instructors, and other Industry Pros who will be available to converse with. Rocket Sky might be an online school, but's far more than that, it's a destination. Feedback exchange with other students and Instructors will help the students learn even more about the art of animation, while broadening their communication skills, making the overall learning experience of the Rocket Sky Institute as rich as possible.

THE ROCKET SKY ANIMATION CLUB

The Rocket Sky Club was created to present opportunities to current and former students to submit work for critique by current industry professionals, critique work themselves, discuss Animation and Animation principles and theory, as well as discuss current and classic animated films. The forums are also a great place to meet connections and make friends. Sometimes there may be a delay while waiting for feedback or critique, and having side projects is recommended to maintain skills while submitting and critiquing work. This ensures that one is never idle, and that our students are always producing and maintaining their forward progress with their development. The internal forums may also be used to ask and answer any questions current and former students might have and share the latest news and techniques right within the forum system. Our forums are populated with not just students, but working professionals in Video Games, TV and Feature Films. This allows our students even more opportunity to make connections and have their questions answered directly from Industry professionals.

PERIODIC GUEST SPEAKERS

From time to time, Rocket Sky will showcase Guest Speakers- Industry Pros with specific talents to discuss their own personal approaches and habits while executing a tutorial about a specialized topic. This will broaden the learning process while students can learn first-hand how the art is achieved by a current Top Industry pro. These Guest Speakers may also be available to chat on our different forums and will remain within the Rocket Sky System to encourage and assist our Rocket Sky Students.



Part 3.
PROGRAM OVERVIEW

Program overview

The Rocket Sky Program consists of four different developmental stages; Foundations I, Foundations II, Intro to Character Animation and Advanced Character Animation. Each module is designed to develop fundamental skills while establishing strong foundation skills and advancing to production quality character animation over the course's duration

FOUNDATIONS I Building a strong foundation

MODULE DESCRIPTION: During this module students will start at the very beginning with the introduction to the 12 Principles of Animation. This module will consist of demos, lectures, films to study, documentaries to view, fundamental drawing techniques and simple exercises to complete. It's here that Rocket Sky students will begin to develop a strong foundation with which to build upon with each successive module.

MODULE OBJECTIVE: To develop a basic understanding of the Principles of Animation while establishing a solid foundation with which to layer subsequent skills upon.

PRACTICE: Students will develop basic fundamental skills by completing simple exercises like bouncing balls, bouncing balls with different weights and bouncing balls that interact with each other. Students will also be introduced to 3D rigs such as a squash and stretch ball, a ball with legs to practice cycles and of course, a classic flour sac to further practice fundamentals while learning to establish weight and the most important aspect of character animation; performance.

PRODUCTION TIME: Production time will include all of the facets in each module added up to an approximate man-hour total. This number is an estimation of how long it should take for each stage. However, not everyone will develop at the same time; some will find certain things easier than others while some will discover that they need extra time to complete certain tasks. We know that learning this highly elusive art form isn't like memorizing information; it's about developing professional quality skills. The execution of each stage within these modules is an individual effort and we're here to assist and mentor you along the way. Do your best to keep within the guideline time allotments but don't get discouraged if you have difficulty finishing on time. Stay positive and rely on feedback from our mentors to assist you along the way.

FOUNDATIONS II **Repetition is the Mother of Skill**

MODULE DESCRIPTION: During this module students will continue to study and practice applying the 12 Principles of Animation using simple to moderate rigs within Maya's 3D environment. This module will consist of demos, lectures, films to study, documentaries to view with simple and more complex exercises to complete. Students will be introduced to more complex rigs and more complex actions to animate. To truly develop classical fundamental skills, one must have a strong foundation, and each facet ensures that this module will help to develop the skills necessary to advance in the program.

MODULE OBJECTIVE: The object of this module is to continue to develop classical, fundamental skills by completing small and larger exercises and projects. Students will be focusing on animating 'action', and the exercises will utilize reference from many sources to ensure a professional approach and ultimately professional quality results

PRACTICE: Students will continue to develop basic fundamental skills by completing simple to moderate exercises using basic to moderate character rigs. Here the emphasis will be on animating 'actions'. Students will also be animating with more advanced rigs animating cycles and exaggerated actions, utilizing classic animations for reference and for study.

PRODUCTION TIME: Production time will include all of the facets in each module added up to an approximate man-hour total. This number is an estimation of how long it should take for each stage. However, not everyone will develop at the same time; some will find certain things easier than others while some will discover that they need extra time to complete certain tasks. We know that learning this highly elusive art form isn't like memorizing information; it's about developing professional quality skills. The execution of each stage within these modules is an individual effort and we're here to assist and mentor you along the way. Do your best to keep within the guideline time allotments but don't get discouraged if you have difficulty finishing on time. Stay positive and rely on feedback from our mentors to assist you along the way.

INTRO TO CHARACTER ANIMATION **Performance is Key**

MODULE DESCRIPTION: During this module students will advance as exercises and projects become more complex while using more complex character rigs. The focus will be split between advanced action practice and the introduction of acting. Ultimately, this is what animators are; actors. There will be demos, lectures, films to study, documentaries to view with moderate and complex exercises and projects to complete. Students will be practicing the most important element of animation, performance. To breathe life into a character, one must bring the performance out of themselves first, and must have a strong foundation of skills to be convincing with his or her animation performance. Each facet ensures that this module will continue to develop the skills necessary to become a great character animator.

MODULE OBJECTIVE: The object of this module is to continue to develop classical, fundamental skills while utilizing moderate and larger exercises and projects. Students will be split focusing on animating 'action' and 'acting', with the 'performance being the most important aspect. The exercises will utilize reference from many sources to ensure a professional approach and ultimately professional quality results.

PRACTICE: Students will continue to develop basic fundamental skills by completing moderate to advanced exercises using moderate to advanced character rigs. Here the emphasis will be on animating 'actions' and acting, with the focus always on the character's performance. Students will also be animating single character shots, character interactions and also be introduced to the basic fundamentals and laws of film making. Students will also be introduced to facial animation, which will include animating dialogue.

PRODUCTION TIME: Production time will include all of the facets in each module added up to an approximate man-hour total. This number is an estimation of how long it should take for each stage. However, not everyone will develop at the same time; some will find certain things easier than others while some will discover that they need extra time to complete certain tasks. We know that learning this highly elusive art form isn't like memorizing information; it's about developing professional quality skills. The execution of each stage within these modules is an individual effort and we're here to assist and mentor you along the way. Do your best to keep within the guideline time allotments but don't get discouraged if you have difficulty finishing on time. Stay positive and rely on feedback from our mentors to assist you along the way.

ADVANCED CHARACTER ANIMATION **Mastering the Art**

MODULE DESCRIPTION: During this module students will be focused on production quality character animation. Projects will include animating sequences with multiple characters and shots and truly simulating the professional animator's experience from the actual art to the process itself. This process will help to bring out the best in the artist while preparing the student for working in the real world. The result will be the highest possible quality delivered in professional production timelines. This module will consist of demos, lectures, films to study, documentaries to view and advanced, complex exercises and projects to complete. Students will be practicing the most important element of animation; performance, to the fullest.

MODULE OBJECTIVE: The object of this module is to continue to develop classical, fundamental skills while utilizing moderate and larger exercises and projects, in order to create the highest quality portfolio. Students will be concentrating on 'acting', with the 'performance being the most important aspect. The exercises will utilize reference from many sources to ensure a professional approach and ultimately professional quality results.

PRACTICE: Students will continue to develop basic fundamental skills by completing advanced exercises using advanced character rigs. Here the emphasis will be on character animation- acting and ultimately, performance. Students will be working with single character shots, character interactions and also continue to study the basic fundamentals and laws of film making. It's within this module that students will create the works that ultimately will make up their Portfolios, or Demo Reels.

PRODUCTION TIME: Production time will include all of the facets in each module added up to an approximate man-hour total. This number is an estimation of how long it should take for each stage. However, not everyone will develop at the same time; some will find certain things easier than others while some will discover that they need extra time to complete certain tasks. We know that learning this highly elusive art form isn't like memorizing information; it's about developing professional quality skills. The execution of each stage within these modules is an individual effort and we're here to assist and mentor you along the way. Do your best to keep within the guideline time allotments but don't get discouraged if you have difficulty finishing on time. Stay positive and rely on feedback from our mentors to assist you along the way.

Part 4.
THE ADMISSIONS PROCESS

The Admissions Process

HOW TO BEGIN

Prospective students must submit a Rocket Sky Admissions Application, which can be completed online through the Rocket Sky website. Once we have received the completed Admissions Application, we can begin the process for acceptance into the Rocket Sky Program.

STUDENT ASSESSMENT PROCESS

To be accepted into the Animation Program at Rocket Sky, a student must complete the Admissions process outlined above, be at least 18 years of age; have graduated from high school in Canada or its foreign equivalent see www.Rocketsky.ca (under 'How to Apply') or have obtained a GED; understand conversational English. Additionally, each student must meet Rocket Sky's minimum requirements regarding equipment and supplies. There may be instances where these criteria may be bypassed.

ENROLLMENT IN ROCKET SKY

After a student has been accepted for enrollment at Rocket Sky, an Enrollment Agreement and instructions for completing it will be sent by email. A non-refundable, one-time Registration fee of \$100.00 CAN is also required to complete enrollment. Students who have been accepted to Rocket Sky will be enrolled on a first-come, first-serve basis based when their completed Enrollment Agreement and Tuition Fees are received.

FINANCIAL AID

Rocket Sky offers financial assistance in the form of **Tuition Installment Plans** and longer term financial aid options. Contact us for more details at [admissions @rocketsky.ca](mailto:admissions@rocketsky.ca).

TUITION

Rocket Sky's Character Animation Program is comprised of Beginner, Intermediate, and Advanced study modules. The current tuition costs for the program are the most competitive in the world, and can be found on the Rocket Sky Website.

POLICY OF DISMISSAL

The Rocket Sky Institute may terminate a student's enrollment for failure to maintain satisfactory progress; failure to abide by the rules and regulations of the institution; absences in excess of maximum set forth by the institution; and/or failure to meet financial obligations to the school.



Part 5.
POLICIES AND PROCEDURES

ATTENDANCE

Rocket Sky's Animation Program is individually catered to the student, which means that the course content can be accessed on their own time and at their own convenience. Each lesson is structured for one or two weeks, depending on the difficulty and the amount of work necessary to complete the exercise or project. Students are required to access and view all of the lectures, lessons, documentaries and tutorials in the order they're given, and then complete the succeeding exercises and/ or projects. Lectures must be viewed in their respective order and a student must have viewed the previous lecture in order to have access to the next lecture. There are time allotments for each lesson, based on hours; however, we understand that some students are not in a position to work on a full-time basis, so we establish individual deadlines to accommodate our students, if necessary. Once the student's timetable has been established, failure to complete the course content may result in a student being placed on Attendance Probation.

LEAVE OF ABSENCE

Students may request a Leave of Absence for an extraordinary reason or circumstance and it must be approved by Rocket Sky. To do so, a Leave of Absence must be submitted and approved by the Rocket Sky Administration Dept. If the Leave of Absence is requested by a student after a class has commenced but not yet completed, the student should request a Leave of Absence through Rocket Sky Admin. The student will be scheduled to retake the Class or module on his/her return. If the student does not returning following the Leave of Absence period may result in being removed from the program.

VACATION

If you are planning on taking a vacation during the duration, please contact the Rocket Sky Administration office. Please provide us with as much notice as possible.

GRADES

Rocket Sky students are expected to upload their course content in a timely manner for feedback or critique. Each assignment must be uploaded feedback and for grading. If a student fails to submit an assignment in a timely manner, the student will run the risk of a late penalty of a full letter grade. The final grade for each Class will be a composite of all of the assignment grades for that Class. Rocket Sky notifies individual students of their academic progress by grading the assignment or project directly on their individual Rocket Sky Learning System.

MINIMUM GRADE POINT AVERAGE

In order to graduate from the Rocket Sky 3D Character Animation School, students must maintain a grade point average of “C” or better. Students who fail to achieve a “C” in a Class will be required to retake that class to raise their GPA. If a student does not raise their GPA after a re-submission, they may be terminated from the program.

ACADEMIC PROBATION

An assignment or project will be considered late if a student fails to submit work by a reasonable time. Assignments will not be accepted after 7 days and the student will receive a failing grade after that point. The final grade will be an average of all of the assignment grades for that segment. A student will be placed on probation for missing two assignments and termination will occur after three assignments are missed, at which point, the student will lose his or her right to cancel.

STUDENT COMPLAINTS

A student may lodge a complaint directly with Rocket Sky by communicating orally or in writing to the Administration Department. The recipient of the complaint shall transmit it as soon as possible to the School Director to quickly resolve any complaints. After the student delivers the complaint and the complaint is not resolved either within a reasonable period or before the student again complains about the same matter, Rocket Sky shall advise the student that a complaint must be submitted in writing and shall provide the student with this written summary of the procedures for lodging a complaint. Within 7 days of receiving the complaint, the student will be provided with a written response, including a summary of Rocket Sky’s investigation and disposition of the student’s complaint. If the complaint is rejected, the response will include the reasons for the rejection.

Part 6.
SYSTEM REQUIREMENTS

System Requirements

OPERATING SYSTEM (OS)

Windows XP or Macintosh OSX 10.3 or higher

INTERNET CONNECTION

A high-speed broadband connection of at least 512kbp download speed and 256kbp upload speed is required: DSL, Cable, T1, etc.

PROCESSOR REQUIREMENTS

The Rocket Sky Website and the Rocket Sky tools run best on a 2Ghz PC (or higher) or a G5 Mac or better, with at least 2 GB of RAM. As always, more is better.

MONITOR REQUIREMENTS

A single monitor with a resolution of 1280 x 1024 or higher is required. A second monitor of similar size, while not required, is very highly recommended.

SOFTWARE REQUIREMENTS

Rocket Sky students are eligible for the free student license of Autodesk Maya, our choice of 3D software. Detailed instructions downloading Autodesk Maya and basic training will be sent to all new students during our Rocket Sky orientation. However, you may use any 3D software available, or even classically animate during the program. Students are responsible for supplying software. Rocket Sky offers training, characters, props, etc. in Autodesk Maya only.

LANGUAGE REQUIREMENTS

Our Classes are currently offered to English speaking students only.

QUICK TIME PRO

Rocket Sky uses Quick Time pro, which will allow students to play animation tests frame-by-frame, and can also be used to piece clips together for submissions.

WEBCAM (REQUIRED)

A webcam is required by all Rocket Sky students. This tool is a valuable resource for any animator; it allows students to take still images of their sketchbook drawings, or thumbnails, film reference of themselves to study, or to use as a stop motion or 2D pencil test camera. Students can also use it to interact with their mentor and fellow classmates during live Q&A sessions and Special Guest Appearances. A webcam will greatly enhance your learning experience while studying at Rocket Sky.

HEADPHONES AND MICROPHONES

Headphones are an essential tool for the professional animator. They're used for animating shots with dialogue and the Rocket Sky live Q&A sessions require headphones and a headset microphone to take part.

Part 7.

REQUIRED READING AND MATERIALS

Required Reading and Materials

THE ANIMATOR'S SURVIVAL KIT By Richard Williams

If the Illusion of Life is the “Animator’s Bible”, then the Animator’s Survival Kit is the New Testament. This book is invaluable, and every animator should not only own a copy for reference, but read the book cover-to-cover. Rocket Sky students are responsible for obtaining their own copy.

SIMPLIFIED DRAWING FOR PLANNED ANIMATION By Wayne Gilbert

The Planning process is the most important priority to establish strong animation. This book offers one of the coolest processes for learning to draw simple, effective thumbnails to establish the strongest planning process possible for the animator.

SKETCHBOOK

Observation plays an incredible role in animation. 3D Computer animators don’t have to be the greatest artists to be successful, but we encourage our students to draw on a regular basis, simply because art skills are not God-given, they’re skills that will improve through the process of repetition. And with stronger drawing skills comes stronger animation.

STOP WATCH (TIMING DEVICE) AND DESK MIRROR

For timing action and facial animation. The stop watch is old-school, and can be replaced by an app on your phone, etc., but a timing device is necessary.



Recommended Reading

THE ILLUSION OF LIFE By Frank Thomas and Ollie Johnston

If the Illusion of Life is the “Animator’s Bible”, then the Animator’s Survival Kit is the New Testament. This book is invaluable, and every animator should not only own a copy for reference, but read the book cover-to-cover. Rocket Sky students are responsible for obtaining their own copy.

ACTING FOR ANIMATORS By Ed Hooks

Animators are actors. We simply breathe life into the characters we’re animating. That life comes from the acting abilities and understandings of the individual animator, and Ed Hooks can assist in the preparatory function.

CARTOON ANIMATION By Preston Blair

A time-tested classic, this tried-and-true reference is often used as a textbook in cartooning workshops, and beginning and professional cartoonists alike are known to have copies of Cartoon Animation in their libraries.

There are more recommendations located in the campus resource center.





www.rocket sky.ca