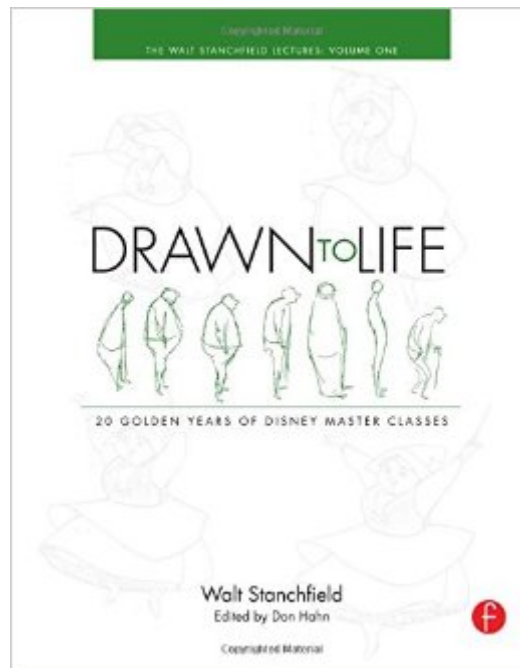


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Drawn To Life: 20 Golden Years Of Disney Master Classes: Volume 1: The Walt Stanchfield Lectures



Synopsis

Discover the lessons that helped bring about a new golden age of Disney animation! Published for the first time ever, *Drawn to Life* is a two volume collection of the legendary lectures from long-time Disney animator Walt Stanchfield. For over twenty years, Walt helped breathe life into the new golden age of animation with these teachings at the Walt Disney Animation Studios and influenced such talented artists as Tim Burton, Brad Bird, Glen Keane, and John Lasseter. These writings represent the quintessential refresher for fine artists and film professionals, and it is a vital tutorial for students who are now poised to be part of another new generation in the art form. * Legendary lessons from a master Disney animator - meet the man who put the wiggle in Jessica Rabbit's walk! * Packed full of illustrations from some of the top animators in the world including Brad Bird, Glen Keane and John Lasseter * Two volumes and 800 pages of pure gold - get in-depth advice and instruction on bringing your characters to life Sample Pages from *Drawn to Life: 20 Golden Years of Disney Master Classes, Volume 1* (Click images for larger versions)

Book Information

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Best Sellers Rank: #23,497 in Books (See Top 100 in Books) #9 in Books > Arts & Photography > Other Media > Digital #21 in Books > Computers & Technology > Programming > Graphics & Multimedia #24 in Books > Arts & Photography > Drawing > Cartooning

Customer Reviews

I acquired *Drawn to Life* thinking it would be nice background material on typical Disney animation characters - sort of an insider's look at their production and development. Perhaps even a way to acquire some unusual character drawings. Wrong entirely! What this book is, is a very specialized art instruction book aimed at animation artists and Disney animation artists specifically. Still, it does teach focus on, and simplification of gesture in a way that can be effectively used in any medium.

Had I to reduce *Drawn to Life* to its barest topic, it would be just that - capturing and communicating gesture. Animation requires special techniques adapted to 2D line drawing. Those are the heart of the book, along with Walt Stanchfield's philosophy, optimism, and personification of Disney post-WWII history. The book is a collection of Walt Stanchfield's weekly lectures to the Disney animators, consisting of drawing handouts and notes. The lecture topics were, and are, essentially random (his own term) as this wasn't intended as a course of study, but as professional development and continuing ed for an existing, highly-accomplished staff of artists. There are 149 lectures in the first volume alone, under such titles as "Using Cylinders", "Think First ...", "Get Out Of Your Way", "Action Analysis", "Silhouette", and so on. Having dabbled in art classes and books over the years, I often find such material highly-technical ... and deadly dull. *Drawn to Life* is neither. Though the volume is large (nearly 400 pages), each lecture chapter is short and to the point. Stanchfield's teaching style is literate and personable, often humorous and riddled with stories.

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