



Cartoon Character Animation with Maya: Mastering the Art of Exaggerated Animation (Required Reading Range)

Keith Osborn

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Have you ever wanted to try your hand at cartoony computer animation? Then look no further? *Cartoon Character Animation with Maya* will help you create just that, guiding you through every step of the process including how to incorporate multiple limbs, smears, motion lines and staggers seamlessly into your animation.

From planning to posing to polish, you'll learn how to make the most of breakdowns, take the terror out of tangent types and overcome the oft-feared graph editor.

Each chapter includes insight and advice from world-leading character animators, and the companion website, www.bloomsbury.com/Osborn-Cartoon-Animation, includes a short animation featuring the star of the book, Mr. Buttons. There's also a specially created rig of Mr. Buttons for you to animate with, as well as walk-through videos demonstrating key techniques. Everything you need to help you animate your own cartoony creations!

Includes interviews with: Ken Duncan, *Beauty and the Beast*, *Aladdin*, 9; Jason Figliozzi, *Wreck it Ralph*, *Frozen*, *Big Hero 6*; T. Dan Hofstedt, *Pocahontas*, *Mulan*, *Planes*; Ricardo Jost, *The Nut Job*, *The Snow Queen 2*; Pepe Sánchez, *Pocoyo*, *Jelly Jamm*; Matt Williames, *Looney Tunes: Back in Action*, *The Princess and the Frog*

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