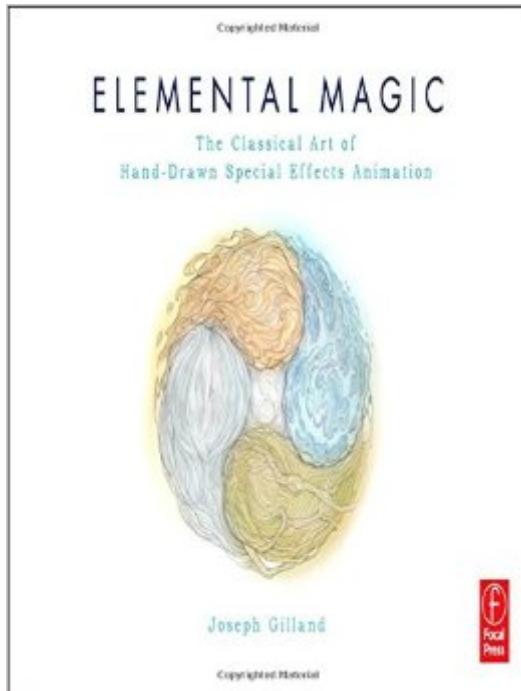


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# Elemental Magic, Volume I: The Art Of Special Effects Animation



## Synopsis

Create amazing animated effects such as fiery blazes, rippling water, and magical transformations. Animation guru Joseph Gilland breaks down the world of special effects animation with clear step-by-step diagrams and explanations on how to create the amazing and compelling images you see on the big screen. 'Elemental Magic' is jam-packed with rich, original illustrations from the author himself which help explain and illuminate the technique, philosophy, and approach behind classical hand drawn animated effects and how to apply these skills to your digital projects.

## Book Information

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## Customer Reviews

\*Aesthetic criticism\*What's inside, Thematic material reviewed\*Secrets of capturing Disney-esque animation revealed\*Who's this book for?If the old adage, "Never judge a book by its cover," holds true, then Elemental Magic certainly reinforces this notion. If there's any concern, it's that the wonders of this book may be passed up because of this nondescript cover layout. I also feel the author could have come up with a more intriguing sub-title. When I first opened this soft cover, rectangular book, and I thought "OMG!" Inside, this book looks like an illustrator's private sketch book. Hundreds of beautifully hand-drawn, colored sketches: some segregated from the text, others used as a background (watermarked) with the text overlaid. Next to each illustration is a brief, but thorough explanation of the process. And, the key to understanding this message is summed up in one word: energy. Joseph Gilland, the author, is a 30-year animator and has worked on some of the biggest animation features over the past 20+ years including Mulan, Lilo & Stitch, Tarzan,

Pocohontas and a few others. Some of the sketches that became film cells are reproduced with his notes below the art!The book is outline with two (2) brief chapters before he introduces the philosophy of animation: The Preface and The History of Classical Animation. The remainder of the book gives step by step analysis not of how to sketch a flame or construct an iceberg, for instance, but of the techniques of how to get in touch with what he refers to as the "energy of the elements." How does one capture the essence of a burning flame? Shattered glass? A wisp of smoke or the pixie dust floating through gust of wind?

Joseph Gilland is an animator with over 30 years of experience. He has worked with Disney and other studios on movies like Lilo and Stitch, Mulan among many other titles. When he wrote this book, there wasn't any book dedicated to classical hand drawn special effects animation. It's great to be able to highlight the work done by special effects artists, who are usually the unsung heroes of animation -- if their work is good, nobody notices! This book focuses more on dealing with liquids, fire, smoke, explosions and (other-worldly) magic. The chapters are broken down into the order of covering design concepts, discussing scale and perspective, then moving to breakdown the energy, action path and timing. Joseph Gilland presents his topic with examples on his own, complete with tips and common mistakes to avoid. You'll learn stuff like how animators can remove details and yet keep things realistic. For example, when dealing with liquids, he would talk about the different factors that affect animation, like water density, force, gravity, viscosity, after splash, etc. The various examples include the simple water droplet to creating waves on which surfers surf on. There's also a chapter on props. These are stuff like breaking branches, falling leaves, moving fabric, crumbling clay, etc. Animating special effects is essentially animating energy. Throughout the book, there are a lot of detailed explanation on how different elements and objects interact with one another. While the book is on classic hand drawn animation, there are also some non-technical writeup on how you can use computers to aid in creating these effects.

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