

# Make Cartoon

Damien Toll

**How to Make a Cartoon** M. Usman, John Davidson, 2016-04-18 Table of Contents Preface Chapter # 1: Creating Cartoon Characters Have an Idea of How the Character Will Look Draw It Don't Ignore Colors Give it a Personality - Give it a Background Get Feedback Revise Chapter # 2: Writing for Your Animation Define Your Objective Write a Storyboard Write a Script Tips to Enhance Your Story Your Characters Must Overcome Impossible Challenges - Emphasize Emotions Chapter # 3: Understanding Your Audience Knowing audiences previous knowledge You Will Know What Language to Use You Will Know What Style They Prefer You Will Understand How to Reach Them Chapter # 4: Tools You Will Need to Make Cartoons Computer Tablet Microphones Speakers Software Chapter # 5: Methods of Creating Cartoons 2D Cartoons 3D Animation Chapter # 6: Softwares to Use When Making Cartoons Maya Blender Adobe Flash Anime Studio CreaToon Chapter # 7: An Introduction to Sound Effects It Reinforces Emotions Sounds Draw Attention Create Anticipation Sounds Make Your Movie Come to Life Where to Get Sounds Chapter # 8: Recording Voices for Your Animation Choose a Room Have a Good Mic Have Recording Software Use a Pop Shield Have Headphones Stand up When Recording Put the Script on a Stable Surface Voice Must Match Lip Movements Chapter # 9: Promoting Your Cartoons Have a Website Don't Ignore Social Networking Submit to Local TV stations - Have a Stunning Trailer Ask People to Share Your Cartoon Chapter # 10: Making a Living as a Cartoon Maker Aim High Perfect Your Skills Make Demos Read and Learn Conclusion Author Bio Publisher Preface You definitely have some cartoons you enjoy watching. And you surely have thought of making such cartoons yourself. The imagination of bringing lifeless characters to life is fascinating, and so is the idea of creating worlds you can only explore in your dreams. Producing all this, however, may seem like an impossible task. You can tell that you will need to make huge investments just to get started. Fortunately, this is not the case anymore. Advancements in technology have made the process of making cartoons easy. A computer and some special softwares are all you need to get your feet in the industry. In this book, I will show you how you can make cartons without breaking the bank. You will find tips on creating characters, promotion, recording voices, and more. I'm sure you will like the book. Enjoy the reading.

How to Draw Bruce Blitz, 1991

Let's Make Comics! Jess Smart Smiley, 2018-06-05 A light-hearted interactive guide to comics and cartoon-making that uses an activity book format and creatively stimulating prompts to teach the fundamentals of cartooning in a fun and easy-to-follow fashion. From a working cartoonist and comic book making instructor, this all-ages activity book uses humorous and informative one-page comics and exercise prompts to guide young readers (and readers who are young at heart) through easy-to-master lessons on the skills needed to make comics. The activities cover a range of essential comics-making tasks from creating expressions for characters to filling in blank panels to creating original characters and placing them in adventures of their own. Each exercise can stand on its own or work together with others in the book to stimulate creativity via the comics medium. In the end, readers who complete the activities inside the book itself will have created several comics of their own, and will have generated many ideas for more sequential art creations. Praise for Let's Make Comics! "At once playful and complex, this book is a perfect introduction to cartooning, as well as a lovely (and lovingly crafted) tribute to the comics form and a timely reminder that artmaking can be fun."—Roman Muradov, creator of *Vanishing Act* and *On Doing Nothing* "Let's Make Comics is a book I wish I had when I was 9, but 29 works too! It's so fun and brilliant and packed with oodles of awesome activities. Great book for learning to make comics or for a seasoned cartoonist to find some new inspiration."—Ben Clanton, creator of the *Narwhal* and *Jelly* books "It's fantastic! This book will make you a better writer and a better artist and show you how to think like a comic star."—Charise Harper, creator of the *Fashion Kitty* and *Crafty Cat* books "Warning! This book will make you make comics, and it will be fun!"—Greg Pizzoli, creator of *The Watermelon Seed*, *Number One Sam*, and *The Book Hog* "If only we'd had this book! Our comics would be much better."—Elizabeth Pich and Jonathan Kunz, creators of *War* and *Peas*

**Learn to Draw Cartoons** Christopher Hart, 2019 Thanks to Christopher Hart's simplified process, anyone can create dynamic cartoon characters right away. He has developed the easiest-ever approach to drawing the basics like heads, bodies, and those super-important cartoon expressions. Hart helps beginners apply these fundamentals to a variety of fun types and settings including animals, under-the-sea locales, stock characters, and popular backgrounds. Each lesson is laid out in accessible steps, accompanied by Chris's personable instruction.

How to Draw Cartoon Animals Christopher Hart, 1995 An instructional guide for drawing cartoon animals.

Cartoon Cool Christopher Hart, 2005 One of the world's leading cartoon artists shows readers how to capture the retro look of *Sponge Bob*, *Dexter*, and other popular comics, revealing how to recapture the 1950s in cartoons.

*Drive* Daniel H. Pink, 2011-04-05 The New York Times bestseller that gives readers a paradigm-shattering new way to think about motivation from the author of *When: The Scientific Secrets of Perfect Timing* Most people believe that the best way to motivate is with rewards like money—the carrot-and-stick approach. That's a mistake, says Daniel H. Pink (author of *To Sell Is Human: The Surprising Truth About Motivating Others*). In this provocative and persuasive new book, he asserts that the secret to high performance and satisfaction-at work, at school, and at home—is the deeply human need to direct our own lives, to learn and create new things, and to do better by ourselves and our world. Drawing on four decades of scientific research on human motivation, Pink exposes the mismatch between what science knows and what business does—and how that affects every aspect of life. He examines the three elements of true motivation—autonomy, mastery, and purpose—and offers smart and surprising techniques for putting these into action in a unique book that will change how we think and transform how we live.

**Get Animated!** Tim Maloney, 2009-03-31 Step-by-step instructions offers guidance on all aspects of creating studio-grade animations via a home computer with tips on writing a script, story-boarding, establishing sequence, and editing a final product. Original.

**Animating the Looney Tunes Way** Tony Cervone, 2000 Step-by-step instructions using well known Looney Tunes characters to demonstrate the techniques used in drawing figures and creating action for animation.

*How to Make Animated Films* Tony White, 2013-08-22 Sadly the days of the traditional studio apprenticeship in animation are long gone but this book enables the reader to find the next best thing, watching and observing a Master Animator at work. Become Tony White's personal animation apprentice, and experience the golden era of the great Disney and Warner Brothers studios right in your own home or studio. Tony White's Animation Master Class is uniquely designed to cover the core principles of animated movement comprehensively. It offers a DVD with animated movies and filmed excerpts of the author at his drawing board to illustrate the concepts as the work is being created. Tony White's Animation Master Class offers secrets and unique approaches only a Master Animator could share. The book comes out of the author's six years of real-world professional experience teaching animation, and 30 years of professional experience. Whether you want to become a qualified animator of 2D, 3D, Flash or any other form of animation, Tony White's foundations bring you closer to that goal. The DVD is invaluable, in that readers are not only taught principles and concepts in the book, they are able to see them demonstrated in action in the movies on the DVD.

*Drawing Awesome Cartoon Characters* Damien Toll, 2014-12-15 Cartoons are fun to look at, but they take a lot of work to create. Aspiring artists learn how to draw memorable details that make cartoon characters come alive on the page. Different techniques are introduced, such as creating a sense of motion and emphasizing different features to give characters distinct personalities. Readers are presented with a variety of cartoons to try their hand at drawing—from a sporty grandma to a creepy villain. Each cartoon is shown through step-by-step instructions of the whole drawing process, as well as full-color illustrations of the finished product.

Making Comics Scott McCloud, 2006-09-05 Presents instructions for aspiring cartoonists on the art form's key techniques, sharing concise and accessible guidelines on such principles as capturing the human condition through words and images in a minimalist style.

**Cartoon County** Cullen Murphy, 2017-11-21 A history of the cartoonists and illustrators from the Connecticut School, written by the son of the artist behind the popular strips *Prince Valiant* and *Big Ben Bolt*, explores

the achievements and pop-culture influence of these artists in the aftermath of World War II.

**The New Yorker Book of Literary Cartoons**, 2000 The New Yorker cartoon editor has collected dead-on portraits and eye-opening ruminations on all things bookish, courtesy of the magazine's renowned stable of cartoonists, from Charles Barsotti to Roz Chast, Ed Koren to Frank Modell, and Jack Ziegler to Victoria Roberts.

*Flash Cartoon Animation* Glenn Kirkpatrick, Kevin Peaty, 2011-09-14 You want to make an animated film. You've got the idea. You've got Macromedia Flash. But where do you start? What's the best way to script your cartoon, how do you start animating with Flash, what do you really need to know in order to get your ideas out there to make you famous? Who better to ask than two seasoned professionals, who've not only worked for Disney, but also run the hugely successful cult website, funnyazhell.com. Kevin Peaty and Glenn Kirkpatrick draw on their rich studio experience and their knowledge of Flash to show you the best way to create great Flash cartoons that look as good as traditional animated films. This book follows the professional process, taking a creative idea from storyboard stage, through layout to publishing, via a detailed look at animation techniques, that will give you the kind of insight normally only gained from years spent in the industry. In depth and detailed, the book follows the production of a cartoon from inception to final output—looking at all the decisions and skills that have contributed to its appeal. The book covers Flash versions 4 and 5 as well as MX. Whether you're completely new to Flash, or are making your first steps into the world of Flash cartooning, this book will let you work alongside the professionals to make your own animated masterpiece. With this book on your desktop, all you need is an idea! Watch and listen to 'The Boy Who Cried Wolf' as created throughout the book by Glenn and Kevin. And then think how you'd have done it in your own style... All you need is Flash Cartoon Animation! If you need even further inspiration, check out the funnyazhell.com website, where there are many fantastic movies by Kevin, Glenn and others.

*Cartoon Animation* Preston Blair, 1994-01-01 In *Cartoon Animation*, acclaimed cartoon animator Preston Blair shares his vast practical knowledge to explain and demonstrate the many techniques of cartoon animation. By following his lessons, you can make any character—person, animal, or object—come to life through animated movement! Animation is the process of drawing and photographing a character in successive positions to create lifelike movement. Animators bring life to their drawings, making the viewer believe that the drawings actually think and have feelings. *Cartoon Animation* was written by an animator to help you learn how to animate. The pioneers of the art of animation learned many lessons, most through trial and error, and it is this body of knowledge that has established the fundamentals of animation. This book will teach you these fundamentals. Animators must first know how to draw; good drawing is the cornerstone of their success. The animation process, however, involves much more than just good drawing. This book teaches all the other knowledge and skills animators must have. In chapter one, Preston Blair shows how to construct original cartoon characters, developing a character's shape, personality, features, and mannerisms. The second chapter explains how to create movements such as running, walking, dancing, posing, skipping, strutting, and more. Chapter three discusses the finer points of animating a character, including creating key character poses and in-betweens. Chapter four is all about dialogue, how to create realistic mouth and body movements, and facial expressions while the character is speaking. There are helpful diagrams in this chapter that show mouth positions, along with a thorough explanation of how sounds are made using the throat, tongue, teeth, and lips. Finally, the fifth chapter has clear explanations of a variety of technical topics, including tinting and spacing patterns, background layout drawings, the cartoon storyboard, and the synchronization of camera, background, characters, sound, and music. Full of expert advice from Preston Blair, as well as helpful drawings and diagrams, *Cartoon Animation* is a book no animation enthusiast should be without.

*How to Create Crazy Cartoon Characters* Vincent Woodcock, 2007 Vincent Woodcock provides clear illustrations to show how to inject humour into your artwork and how to create your own fresh and funny characters. He gives examples on how to simplify, exaggerate and distort your designs to hilarious effect, and covers a range of different media.

**Make Toons that Sell** Bill Plympton, 2012 *Cartoons and Comics*.

**Cartoon Modern** Amid Amidi, 2006-08-17 Between the classic films of Walt Disney in the 1940s and the televised cartoon revolution of the 1960s was a critical period in the history of animation. Amid Amidi, of the influential *Animation Blast* magazine and *CartoonBrew* blog, charts the evolution of the modern style in animation, which largely discarded the lifelike aesthetic for a more graphic and often abstract approach. Abundantly found in commercials, industrial and educational films, fair and expo infotainment, and more, this quickly popular cartoon modernism shared much with the painting and graphic design movements of the era. Showcasing hundreds of rare and forgotten sketches, model boards, cels, and film stills, *Cartoon Modern* is a thoroughly researched, eye-popping, and delightful account of a vital decade of animation design.

*Cartoon Character Animation with Maya* Keith Osborn, 2015-12-03 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](http://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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