

## Ing Animation The Aardman Book Of 3 D Animation

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South Korean film director Bong Joon-Ho has finally shared some meaty details about the upcoming Parasite HBO series at the Cannes Film Festival, according to IndieWire. Explaining that he never ...

### Bong Joon-Ho Shares Details About Parasite HBO Series At Cannes

Film Chicken Run
Film Award-winning animation telling the story of a band of hens doomed ...
In An Adventure With Scientists
Film Aardman claymation film about a gang of pirates and their luxuriantly ...

### Aardman Animations

Tom Rosenthal is to voice a housefly in a new animated series for children. The comic, who has starred in Friday Night Dinner and Plebs, takes the title role in the new CITV show Lloyd Of The Flies. ...

### Tom Rosenthal to play a housefly

BAND OF MISFITS, an animated film produced by Aardman Animation for Sony Pictures ...
Gideon Defoe's screenplay, based on his book The Pirates! In an Adventure with Scientists, includes more ...

### All at sea with a band of misfit pirates

The European animation ...
Aardman, Alison Taylor, director of distribution and business development, has witnessed “a much greater focus on platforms and channels wanting to license existing ...

### Tooned into Europe

HBO Max, the quickest growing streaming service in history, has one of the deepest catalogs in the world, and their family selection is above average as well, amplified by being the exclusive home of ...

### The 30 Best Family Films on HBO Max

The animation style is definitely a departure for the Disney-owned studio, but that’s not necessarily a good thing. Landing between an Aardman movie and something you’d see from Nickelodeon ...

### LUCA Review; "Heaps Of Colour Aren't Enough To Disguise An Uninspired Animation Style And Story"

Though a sequel to the Aardman stop-motion animated film “Chicken Run” is ...
a discredited British “historian” and author of such books as Hitler’s War and Goebbels: Mastermind of ...

### timothy spall

Locksmith Animation has tapped Simon Otto to direct their adaptation of children’s book series ...
Award-winning “The Prince of Egypt”, Aardman co-production “Flushed Away” and ...

### Locksmith Animation Taps Simon Otto to Direct Adaptation of Richard Curtis' ‘That Christmas’

Donald Trump's former Secretary of Defense Mark Esper defended Chairman of the Joint Chiefs of Staff Mark Milley after the ex-president attacked him for backing 'woke-ness' in the military.

### Trump's Defense Secretary Esper DEFENDS Mark Milley and says 'attempts to denigrate him are wrong' after ex-president demanded he resign for protecting the 'woke mob'

This marks the first animated feature project for Curtis, who is writing the screenplay with Peter Souter, and he will also exec produce along with Colin Hopkins and the book’s illustrator ...

### ‘How To Train Your Dragon’ Alum Simon Otto to Make Feature Directorial Debut

Kevin Smith has weighed in on the controversy surrounding HBO Max’s animated series Harley Quinn ...
Filmmaker and comic-book writer Kevin Smith has since joined the debate.

### Kevin Smith weighs in on Batman oral sex controversy with NSFw statement: ‘That’s what a hero does!’

Based on a trio of children’s books by ...
drawn and CG animation on many of the studio’s features including Spirit: Stallion Of The Cimarron, Over The Hedge and the Aardman co-production ...

### Simon Otto To Make Feature Directing Debut On ‘That Christmas’ From Locksmith Animation

Locksmith Animation has tapped Simon Otto to direct their adaptation of children’s book series, “That Christmas,” written ...
where he worked on the Academy Award-winning “The Prince of Egypt”, ...

### Hand-Made Television

Hand-Made Television explores the ongoing enchantment of many of the much-loved stop-frame children’s television programmes of 1960s and 1970s Britain. The first academic work to analyse programmes such as Pogles’ Wood (1966), Clangers (1969), Bagpuss (1974) (Smallfilms) and Gordon Murray’s Camberwick Green (1966), Trumpton (1967) and Chigley (1969), the book connects these series to their social and historical contexts while providing in-depth analyses of their themes and hand-made aesthetics. Hand-Made Television shows that the appeal of these programmes is rooted not only in their participatory address and evocation of a pastoral English past, but also in the connection of their stop-frame aesthetics to the actions of childhood play. This book makes a significant contribution to both Animation Studies and Television Studies; combining scholarly rigour with an accessible style, it is suitable for scholars as well as fans of these iconic British children’s programmes.

The creators of Chicken Run and the Wallace & Gromit series share the inside story of their Oscar award-winning animation company. Aardman Animations was founded in 1972 by Peter Lord and David Sproxton. Joined by animator Nick Park in 1985, Aardman pioneered a quirky, lovable style of stop-motion animation and brought to life a string of unforgettable movies and television shows, including the highest-grossing stop-animated film of all time, Chicken Run. With A Grand Success!, Lord, Sproxton, and Park tell the 45-year history of Aardman. From their first short films, made on a lark on their kitchen table, to advertisements and music videos, A Grand Success! recounts the adventures and challenges of developing their own unique style, growing their business, working with famous actors, and conquering Hollywood, all while animating at 24 painstaking moves per second.

For over 40 years, Aardman has entertained and charmed the world, creating memorable stories and timeless animated characters that have gone on to become household names - including Wallace and Gromit, Shaun the Sheep and Morph. But how did two teenagers experimenting with animation on an old kitchen table go on to create a world-class studio that conquered Hollywood? This is an intimate, revealing and funny behind-the-scenes story of Aardman, told in their own words by co-founders Peter Lord and David Sproxton and featuring Nick Park. The colourful account follows Peter and David’s extraordinary journey from their humble beginnings as penniless students, teaching themselves the craft of animation, and recounts the key moments that defined their careers and shaped Aardman into the British success story it is today. THIS STORY INCLUDES: KEY MOMENTS THAT SHAPED AARDMAN - their first professional commissions, developing iconic TV commercials, creating the most-played music video of all time and delivering a pitch to Hollywood legend Steven Spielberg. HOLLYWOOD GLAMOUR - What's it like to work with big stars like Mel Gibson, Hugh Grant and Eddie Redmayne, and what goes on behind the scenes at the Oscars®? HIGHS AND LOWS - Winning awards and recognition worldwide for their work, and dealing with the heartbreak of shutting down a production. INSIGHTS into how two men who freely admit they are not at all business-minded managed to build a multi-million pound business. CONTRIBUTIONS from Eddie Redmayne, Timothy Spall, Tom Hiddleston and Hugh Grant. Foreword by Matt Groening.

A new edition of the guide to stop-action animation, published to include coverage of new innovations since the creation of Chicken Run, discusses achievements that have taken place since the book’s original publication in 1998 and surveys the latest computer technologies. 15,000 first printing.

Take an in-depth look at the art and techniques of stop-motion animation. The Advanced Art of Stop-Motion Animation helps experienced stop-motion artists enhance their craft by exploring the professional methods and advanced technology used by top film studios today. This book features expanded coverage of the basic principles of animation, including specific applications for character performance and visual effect compositing techniques. All the newest technology is touched on, including detailed information on camera rigs, effects, and shooting stop-motion in stereoscopic 3D. Discover new puppet building techniques, including the technology behind the rapid prototyping of computer models for stop-motion production. You’ll even find a thorough history of early feature-length stop-motion films. The practical techniques and skills presented are enhanced by interviews with many of the most celebrated stop-motion artists as well as coverage of the work of several artists working in the online stop-motion community. Whether your focus is low-budget indie filmmaking or big studio productions, The Advanced Art of Stop-Motion Animation provides a comprehensive look at both the latest methods and the artists who are driving the revival of stop-motion animation.

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Advances in technology have enabled animators and video game designers to design increasingly realistic, human-like characters in animation and games. Although it was intended that this increased realism would allow viewers to appreciate the emotional state of characters, research has shown that audiences often have a negative reaction as the human likeness of a character increases. This phenomenon, known as the Uncanny Valley, has become a benchmark for measuring if a character is believably realistic and authentically human like. This book is an essential guide on how to overcome the Uncanny Valley phenomenon when designing human-like characters in digital applications. In this book, the author provides a synopsis of literature about the Uncanny Valley phenomenon and explains how it was introduced into contemporary thought. She then presents her theories on its possible psychological causes based on a series of empirical studies. The book focuses on how aspects of facial expression and speech can be manipulated to overcome the Uncanny Valley in character design. The Uncanny Valley in Games and Animation presents a novel theory that goes beyond previous research in that the cause of the Uncanny Valley is based on a perceived lack of empathy in a character. This book makes an original, scholarly contribution to our current understanding of the Uncanny Valley phenomenon and fills a gap in the literature by assessing the biological and social roots of the Uncanny Valley and its implications for computer-graphics animation.

### Hand-Made Television

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Throughout its history, animation has been fundamentally shaped by its application to promotion and marketing, with animation playing a vital role in advertising history. In individual case study chapters this book addresses, among others, the role of promotion and advertising for anime, Disney, MTV, Lotte Reiniger, Pixar and George Pal, and highlights American, Indian, Japanese, and European examples. This collection reviews the history of famous animation studios and artists, and rediscovers overlooked ones. It situates animated advertising within the context of a diverse intermedial and multi-platform media environment, influenced by print, radio and digital practices, and expanding beyond cinema and television screens into the workplace, theme park, trade expo and urban environment. It reveals the part that animation has played in shaping our consumption of particular brands and commodities, and assesses the ways in which animated advertising has both changed and been changed by the technologies and media that supported it, including digital production and distribution in the present day. Challenging the traditional privileging of art or entertainment over commercial animation, Animation and Advertising establishes a new and rich field of research, and raises many new questions concerning particular animation and media histories, and our methods for researching them.

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