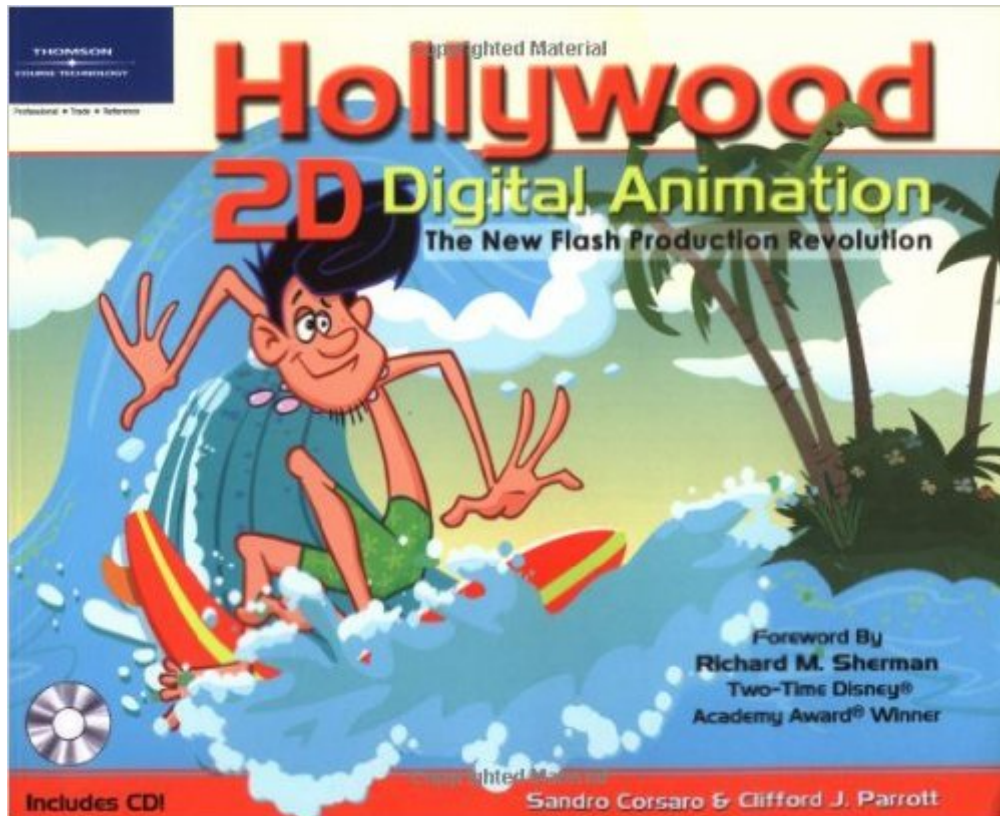# Hollywood 2D Digital Animation: The New Flash Production Revolution

Synopsis

Digital animation, particularly using Flash, is primed to take Hollywood/TV by storm in the Fall with two feature films and three television shows underway. This book describes why Flash is the future of broadcast animation. As the future of 2D animation, the knowledge provided to the reader by this book will be a necessity for animators, producers, and executives. Author, Sandro Corsaro, is currently working on a feature film, "Lil' Pimp", for Sony Pictures done 100% in Flash, and has worked on two animated films for Warner Bros, "The Iron Giant" and "Osmosis Jones". Corsaro provides rare insight for many budding animators stemming from his consulting and connections with numerous studio executives. The book explains Flash animation and shows its direct correlation to real-world scenarios that animators experience at studios including budgets, schedules, salaries, labor issues and production flow.

Book Information

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Average Customer Review: 4.5 out of 5 starsÂ Â See all reviewsÂ (20 customer reviews)

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Customer Reviews

Sandro Corsaro recently released his new book Hollywood 2D Digital Animation, H2D, which could best be described as going to the next level from his previous book The Flash Animator, TFA. In TFA the author's point of view is creating traditional 2d animation for distribution on the Web. It is an overview of how to utilize Flash to create animation and publish that animation on the Internet. TFA has lots of good examples and sample files as well as interviews with successful Web 'toonists and has been regarded by many readers as an excellent learning resource.Corsaro's new book H2D has a different point of view which is the application of Flash as a major part of a broadcast

production environment. He spends a lot of time in interviews and discussion talking about the typical studio production pipeline and the pros and cons of Flash as a cost saving tool. There is an interesting comparison between "Ink and Paint" applications and Flash. As well as pro's and con's of scanning VS digital drawing. Corsaro and co-author Clifford Parrott also discuss character design do's and don'ts, optimizing Flash's strengths, creating special effects, implementing camera moves, and methods for going from Flash to broadcast. There is minor overlap between TFA and H2D but it is minimal, mostly some of the same art work, otherwise H2D moves toward a different focus which is Flash as a major tool in broadcast production. References to the WB, Cartoon Network and Hanna Barbera as well as interviews with industry pros are scattered through out the book. A CD with samples different from the CD that came with TFA is included. I personally enjoy Corsaro's writing style and I found both of his books easy to read and very informative. TFA is a better introductory book for new Flash movie makers.

Hollywood 2D Digital Animation: The New Flash Production Revolution After Effects for Flash / Flash for After Effects: Dynamic Animation and Video with Adobe After Effects CS4 and Adobe Flash CS4 Professional Elemental Magic, Volume II: The Technique of Special Effects Animation (Animation Masters Title) Modern Radio Production: Production Programming & Performance (Wadsworth Series in Broadcast and Production) AdvancED Flash on Devices: Mobile Development with Flash Lite and Flash 10 (Friends of Ed Abobe Learning Library) How to Cheat in Adobe Flash CS6: The Art of Design and Animation SINS OF HOLLYWOOD and FILM TRUTH: HOLLYWOOD EXPOSÃ‰S FROM THE 1920s - SCANDAL & SIN Hollywood Window to the Stars, Volume 1: A Critical Look at 50 Hollywood Legends The Hollywood Standard, 2nd Edition (Hollywood Standard: The Complete & Authoritative Guide to) Exploring Digital Cinematography (Computer Animation Team) The Classical Hollywood Cinema: Film Style & Mode of Production to 1960 Formulas and Calculations for Drilling, Production, and Workover, Fourth Edition: All the Formulas You Need to Solve Drilling and Production Problems The Coal Handbook: Towards Cleaner Production: Coal Production (Woodhead Publishing Series in Energy) Formulas and Calculations for Drilling, Production, and Workover, Third Edition: All the Formulas You Need to Solve Drilling and Production Problems Zettl's Television Production Workbook, 12th (Broadcast and Production) Flash + After Effects: Add Broadcast Features to Your Flash Designs Extending Macromedia Flash MX 2004: Complete Guide and Reference to JavaScript Flash Flash Professional CS5 and Flash Catalyst CS5 For Dummies Nonvolatile Memory Technologies with Emphasis on Flash: A Comprehensive Guide to Understanding and Using Flash Memory Devices Law in a Flash Cards:

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