

## PERSONAL INQUIRY

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MA 3D COMPUTER ANIMATION

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### NOTES

TITLE OF RESEARCH- ACTING IN ANIMATION

#### **Books:**

- **Acting for animators-A complete guide to performance animation. Author Ed Hooks, revised edition, pg 1-81.**

(Ed Hook (Author) discussed very essential concepts for acting in animation, and how other things such as personality, audience, the character, the scene, movement according to Laban analysis. All these are equally contributing factors for acting in animation. And what are the differences between stage actors and animators.)

- **Animation from script to screen, Author Shamus Culhane pg 146-207.**

(Shamus Culhane (Author) talks about how important are eyes in terms of acting for animation. He talks that sometimes in animation you need to animate such a small action that it seems impossible for the audience to notice it. The eyes of the character are the window of his thoughts. For good acting the characters thoughts are conveyed through the action of the eyes.)

#### **E-books:**

- <http://books.google.co.uk/books?id=3UsmKwnOSpoC&printsec=frontcover&dq=acting+for+cg+animators&cd=1#v=onepage&q&f=false> [Accessed on 05.05.2010]

(Google books ACTION- Acting lessons for cg animators, Author –John kundert- Gibbs, Kristin Kundert-Gibbs, pg-15. In this book it is discussed about acting the history of acting, types of acting and how acting is related to animators. How animators do the job of an actor. It helped to understand the acting for the character in animation, how the animator makes the character think and act and creates an illusion of life.)

#### **Weblinks:**

- <http://www.animationarena.com/acting-and-animation.html> [Accessed on 18.04.2010]

(This is an article by Doron A. Meir, Who talks about the importance of acting in Animation, whether it is 2D or 3D and how good acting can lead to a good animation. Along, with it how the personality

of the character can be so influential in creating a believable and appealing animation. I used this link as it helped me to understand the vital role of acting for animating.)

- <http://www.animationarena.com/animated-movie-career.html> [Accessed on 18.04.2010]

(In this article Dylan Brown, a supervisor animator at Pixar Studios shares his experience in supervising the film -Finding Nemo (2003) Directed by Andrew Stanton, Pixar studios, and discusses the process of animation. This Link was used as it guided me about acting and its relation with animators for animation and how do they study/ observe the reality for the caricature to their characters. )

- <http://www.actingforanimators.com/News/articles/amertheatre.html> [Accessed on 21.04.2010]

(This is the news article of Ed Hook – An acting teacher trains Toonville’s luminaries by John Angell Grant. In this he talks about the significance of acting and how it is useful for animators. Along with it how it is different from stage actors. This link was used as it helped me to understand the use of acting in animation.)

- <http://www.brownblogfilms.com/animators/less-talking-more-acting/> [Accessed on 27.04.2010]

(Richard Keane in his blog talks about that Animation is all about acting and less talking. Even a scene without dialogue but good acting can stand the whole Animation. He adds to his this point by giving finest examples of Pixar’s Short film “One man band”. This link was useful for me to understand better the pantomime acting in animation.

- [http://www.11secondclub.com/helpful\\_hints/acting\\_it\\_out/](http://www.11secondclub.com/helpful_hints/acting_it_out/) [Accessed on 27.04.2010]

(Chris Murray an actor and a teacher in Portland, who talks about how we can try and avoid pitfalls of over- gesturing and how to create a performance that feels natural. This link was used as it was useful to know that how a referencing should be done for good acting and clear understanding of the action which has to be animated.)

- <http://johnkstuff.blogspot.com/search/label/formula%20animation%20acting> [Accessed on 30.04.2010]

(In this blog “JohnK” the Canadian Animator talks about the use of facial expressions for animation, what elements make up an expression and how they are connected to each other and how they can contribute to specific acting. It was helpful in understanding that how expressions can give variations and structure and such kind of acting would be interesting to watch.)

- <http://johnkstuff.blogspot.com/2007/08/stock-90s-animation-acting-vs-40s.html> [Accessed on 01.05.2010]

(This blog of JohnK discusses about how 90’s Animation acting is different from 40’s custom acting. People have different views and few feel that characters of 40’s movement and gestures were funny and interesting than the 90’s. This blog helped me to research about what today’s audience feel about the characters personality in 90’s animation.

- [http://www.pelleas.net/aniTOP/index.php?title=what\\_makes\\_animation\\_interesting&more=1&c=1&tb=1&pb=1](http://www.pelleas.net/aniTOP/index.php?title=what_makes_animation_interesting&more=1&c=1&tb=1&pb=1) [Accessed on 01.05.2010]

(It discusses about what are the contributing factors for interesting animation. Along with script, voice actors, effects, there are massive things but one of the most important factors is interesting acting in animation and how no two animations can be the same as every animator/actor animates in his own way because every person has a different style of acting. I used this link as it was of use for me to understand that an interesting animation makes up a good acting in animation.)

- [http://johnkstuff.blogspot.com/2006/09/acting-and-animation-are-not-same\\_03.html](http://johnkstuff.blogspot.com/2006/09/acting-and-animation-are-not-same_03.html) [Accessed on 01.05.2010]

(In this blog article JohnK discusses about how Animating and Acting are not the same. These are two different crafts. He talks about cartoons like Tex Avery and Tom and Jerry which never had acting in them just the violent gags but still they were fun and interesting to watch and how cartoons of early 30's like Terrytoon had so many different styles of animation, which had never been seen before and were so much fun. He talks about how an animator cannot act realistically the way the real comedians did such as 'Three stooges, James Cagney, Peter Lorre'. I used this information because it was interesting to know how different artist have different views related to animation and acting.)

- <http://www.synchrolux.com/?p=185> [Accessed on 01.05.2010]

(This talks about the film "The Apartment" Director – Billy Wilder, 1960, which is the finest example for animation to understand the secondary action in acting. This movie as an example was used because it helps to understand better the kind of acting to be done in animation to create the natural acting.)

- <http://www.awn.com/mag/issue4.12/4.12pages/lieffacting.php3> [Accessed on 02.05.2010]

(These are the interviews of artist, directors, such as "Judy Lief, John Canemaker, Brett Varon, Jim Duffy, Frank Gladstone, Randy Nelson, Glenn MacQueen and Keith Robinson", etc who talks about how vital is acting for animation, what differences are there within stage actors and animators. Along, with it how important is it for the animators to focus on acting and make their characters think and act. These interviews of professionals from all over the industry made strong basis for my research for acting in animation.)

- <http://www.animationtipsandtricks.com/2009/01/what-makes-acting-shot-shine.html> [Accessed on 02.05.2010]

(Kevan Shorey- Mentor at Animation mentor and Character Animator at PDI/DreamWorks talks about what makes a shot shine. It is the acting that makes it shine and the most important part of acting shot is that the character stays true to itself. It was useful in understanding that it makes the acting interesting and captivates audience attention and how a good acted out shot in animation can make everything shine not only animation.)

- <http://labanforanimators.com/category/rudolph-laban/> [Accessed on 02.05.2010]

(Rudolf Laban- the movement theorist. He talked about Laban movement analysis and how can movement be understood in computer animation. He says to know the inner monologues of your character, you should know what they are thinking and he called it inner quest. Laban's LMA is very useful to make the character act in animation and his way of thinking about all this was to outline the motivation of the character which is very helpful for the animator to make the character act.)

### **Video links:**

- <http://www.youtube.com/watch?v=o5nYXHz2D4Y&feature=related>,  
<http://www.youtube.com/watch?v=IHPcurUpsUM> [ Accessed on 02.05.2010]

(These video are one of the examples of how Laban's movement analysis was used to do experiment which involved using somatic awareness through movement analysis as way of seeing through the eyes of the camera. This was helpful to know how Laban movement analysis was used for various forms such as dance, and even animation to study movement for the character to act out in a right way.)

- <http://www.youtube.com/watch?v=24CWgNWf7eE> ,  
[http://www.youtube.com/watch?v=l\\_yCO-fGawc&NR=1](http://www.youtube.com/watch?v=l_yCO-fGawc&NR=1) [Accessed on 05.05.2010]

(These are videos of Milt Kahl from the Disney's family album, he has been the finest animator who could create any kind of genre in animation and could do any style of animation. He believed that every animator is an actor who makes his audience realise that the character exists in its own terms and he created characters with personality, one of the strongest example would Shere Khan from jungle book.)

- <http://www.youtube.com/watch?v=nj3hLSP1vFo&NR=1> [Accessed on 05.05.2010]

(This video shows Disney's Animators taking References Helene Stanley. She was the live action model for Aurora, Cinderella and Anita from 101 Dalmations. For good acting and clear silhouettes and movements observation and acting it out is very important.)

- <http://www.youtube.com/watch?v=Ah2WGBeWbAE> [Accessed on 09.05.2010]

(This video shows animators of the movie "Horton Hears A Who (2008) Directed by; Jimmy Hayward and Steve Martino" acting out the scenes themselves. It is important for a good animation to get inside your characters and invest them with a personality, it is important to feel the action and act it out.)