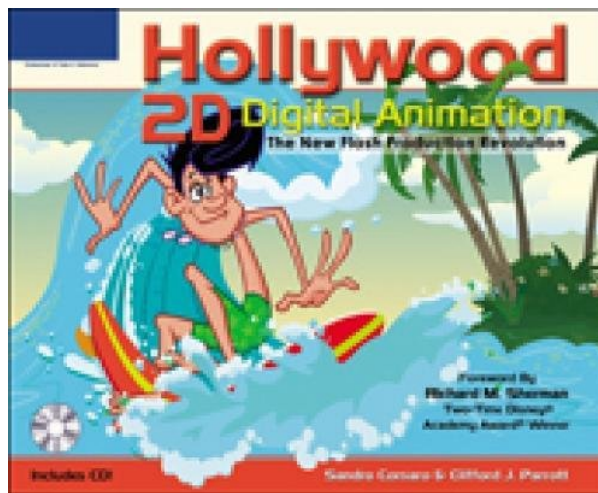
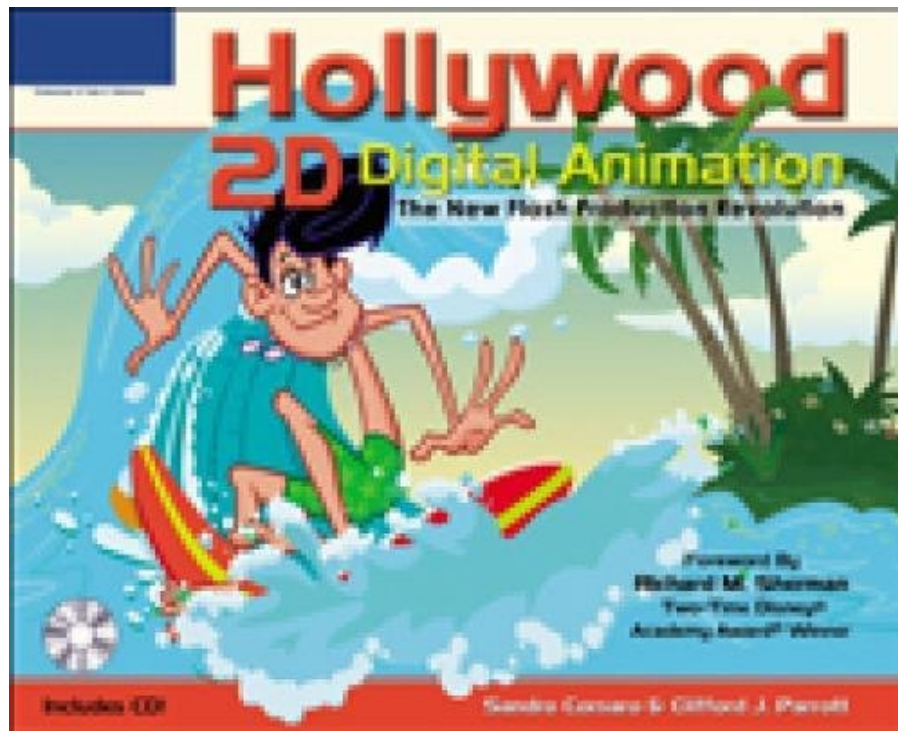


**HOLLYWOOD 2D DIGITAL ANIMATION:
THE NEW FLASH PRODUCTION
REVOLUTION BY SANDRO CORSARO,
CLIFFORD J. PARROTT**



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From the Publisher

Includes rare insight of Flash production models from major studio networks such as Disney, Warner Bros, and Nickelodeon. Author is currently working on a feature film for Sony Pictures, "Lil' Pimp", done 100% in Flash. Educates animators with innovative step-by-step Flash animation techniques. Filled with interviews from veteran studio animators. Four-color book loaded with incredible, original animation and artwork.

About the Author

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HOLLYWOOD 2D DIGITAL ANIMATION: THE NEW FLASH PRODUCTION REVOLUTION BY SANDRO CORSARO, CLIFFORD J. PARROTT PDF

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.

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Most helpful customer reviews

1 of 1 people found the following review helpful.

Greatly made book with excellent examples highly motivating for higher level beginners or intermediate level flash animators

By usa_guy_09

Hollywood 2D Digital Animation does a great job of breaking down the entire process of creating 2d animations with flash. The included flash movies and exercises within the cd makes for good supplemental material as well. Although, if there were more exercises and follow along tutorials I would have given this book a five star rating. The examples in the book are excellent and inspires the flash animator to keep practicing in order to strive and recreate what's show in their own way. Although this book is for a newbie attempting their first digital animation, I suggest for a new artist to learn how to animate traditionally first, it's a great overview and provides great on the shelf reference.

18 of 19 people found the following review helpful.

Flash Goes To Hollywood

By A Customer

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. *H2D* is a good introduction to taking Flash to the next level from the Web to Broadcast. There is still plenty of room for more detailed and comprehensive books and instructional resources addressing these subjects, but for now *Hollywood 2D Digital Animation* is a welcomed addition to the current literature.

5 of 6 people found the following review helpful.

This Sandro Corsaro has a Passion for Flash

By Ellis Goodson

I was on AWN.com and noticed a panel for *The Flash Revolution in TV Production*. I had about an hour to get to the Skirball Galleria. That was one spontaneous decision I'm glad I made because I got to witness the

new wave in Flash animation cresting with this panel. The guy that brought all these creative people together is the author of Hollywood 2D. Everyone on the panel is also interviewed in this book relating real world use of Flash in the Television animation industry. The people were with Warner Bros, Disney and Indys and they all know their stuff.

And Corsaro knows his stuff and lays it out, not just Flash the program but the animation business and the service specialties in that insular biz. I was doing animation layout work for Curious George but I was new at it and was giving the art director some frustration. I asked him if there was a good reference book to learn a lot of things a layout artist has to know, nomenclature, pipeline conventions, etc. Corsaro's book, even though it focuses on Flash, is a great reference for animation people of all sorts. History, concepts, scheduling, pre-production, scripts, audio, post production. Tips, tips, tips. I've got underlined stuff on every page. Highly recommended. And believe it, Flash is coming on big time. Learn this program if you want some job security in the animation revolution that's just starting.

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