

UW-Green Bay Summer Art Studio

Computer Animation

Thomas J. Wallestad, Instructor

NECESSARY AND OPTIONAL SUPPLIES (AND OTHER STUFF) FOR SAS STUDENTS TO BRING TO:

We will be learning character animation using traditional animation techniques and applying them to a powerful animation program, Flash, on the Macintosh.

- Thomas Wallestad

ART SUPPLIES

Most Important:

- One USB mini jump drive (1GB) for use on a Macintosh & PC
- CD-R or DVD-R for archiving a copy of your work.

Necessary:

- Several graphite pencils (#2 preferably)
- White vinyl erasers (pink erasers tear paper)
- Pencil sharpeners (housing preferably made of metal not plastic)
- Several (2-3) fine point felt tip pens (preferably) or any fine point black ink pens (NO Sharpie® brand)
- Liquid paper in pen form
- Drafting tape (preferably) or masking tape
- Transparent grid-lined ruler or clear ruler (preferably with a beveled edge)
- White paper (a package of at least 50 single sheets)

Optional (In order of importance): these items are NOT necessary to purchase for class.

- A light box
- A Round Peg Bar for animation (<http://www.lightfootltd.com>)
- Various sized black ink pens
- Tracing paper
- A right angle
- Coloring tools (markers, pens, pencils, opaque acrylic paint with brushes)
- Clear vinyl or acetate sheets

You may check your public library to read some of these suggested readings:

Basics:

- *Visual Quickstart Guide: Flash MX for Windows & Macintosh* (beginner's resource)
- *Walter Foster Cartoon Animation by Preston Blair* (cheap \$10, but valuable resource)
- *The Animation Book* (New Digital Edition) by Kit Laybourne
- *The Animator's Survival Kit* by Richard Williams
- *The Animator's Workbook* By Tony White
- *The Illusion of Life: Disney Animation* by Frank Thomas and Ollie Johnston
- *Animation: From Script to Screen* by Shamus Culhane
- *Understanding Animation* by Paul Wells

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- *Understanding Comics* by Scott Mc Cloud
- *Constructive Animation* by George B. Bridgman
- *Dynamic Anatomy* by Burne Hogarth
- *Animation Magazine* periodical: to subscribe visit, <http://www.animationmagazine.net>
- *Cinefex Magazine* <http://www.cinefex.com> – The movie visual effects industries' magazine

History:

- *Before Mickey: The Animated Film 1898-1928* by Donald Crafton
- *Cartoons: One Hundred Years of Cinema Animation* by Giannalberto Bendazzi (world animation-contains some mature themes)
- *The Disney That Never Was* by Charles Solomon

Websites:

- <http://en.wikipedia.org/wiki/Animation> – A nice animation overview with links
- <http://www.awn.com/> – The main hub of the animation community on the Internet. Great site!
- <http://www.animationmeat.com/> –Download free storyboard panels, x-sheets, and fieldcharts
- <http://www.lightfootltd.com> – Buy a round peg bar! – For use with normal 3-hole punch paper.
- <http://www.sci.fi/~animato/pegbar/pegs.html> – Do-it-yourself animator drawing stations

Please bring as many items from the supply list as you can. If you are unable to get every item on the list, we will have some limited supplies available for campers to use during the camp week.

You have several options for buying your supplies for camp.

Option 1:

For your convenience you can order all of your supplies from Tradewinds, a local art supply store. You can pay them in advance and all of your supplies will be delivered to camp for you by the time you arrive. Tradewinds has been working with us to get us great deals on our materials. They have copies of all of our supply lists, and they can modify the list anyway you want. For example, your class calls for a ruler, but you plan to bring your ruler from home. No problem, Tradewinds will customize your order and sell you only what you need. Give them a call at 920-432-0270 or 1-800-449-0270. You can also email them at tradewinds@tds.net.

Option 2:

You can buy your supplies independently and bring them with you on the first day of camp.