Computer Animation
Prof. Thomas J. Wallestad, Instructor

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

Welcome Computer Animation Students!

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

- Thomas Wallestad

ART SUPPLIES
Most Important:
–   One USB mini jump drive (1GB) or portable hard-drive for use on a Macintosh & PC for archiving your work.

We will be mostly be using WACOM tablets and cameras for input, but for those who like to draw on paper and scan in their art you might purchase some of these…

*Note: I have listed many optional items below. Prices will vary on art supplies, as does quality. Choices should be based on your wants and needs, as beginners or dabblers need not get the most expensive items. Historically, professionals have used all grades of supplies. It doesn't matter whether the supplies are expensive or more affordable; it is the results you desire and your ideas that matter.

–   Several graphite pencils (#2 or #4 preferably)
–   A Staedtler or Prismacolor Col-Erase non-photo blue pencil (AKA non-repro blue pencil)
–   White vinyl erasers (not pink erasers that tear & stain paper)
–   Pencil sharpeners (housing preferably made of metal not plastic)
–   Several fine point black ink pens (preferably fiber or felt tip) NO Sharpies® !!!
    (i.e. Sanford / Papermate Liquid Expresso or Liquid Flair Extra-Fine Point)
–   Correction fluid in a pen: Liquid Paper, Wite-Out, or Pentel Presto! Pens
–   Masking tape or Drafting tape
–   Transparent grid-lined ruler or clear ruler (preferably with a beveled edge)
–   White copy paper (many sheets for animation, storyboards, concept art & model sheets)

Optional: In order of importance
–   A Round Peg Bar for hand-drawn animation (http://www.lightfootltd.com)
–   A 10"x12" light box (Artograph LightTracer) or (HUION LED light pad w/ USB-power)
–   Various sized black ink pens
–   Tracing paper
–   A right angle
–   Coloring tools (markers, pens, pencils, opaque acrylic paint with brushes)
–   Clay for "Claymation" (i.e. Plastilina clay, Plasticine clay, or modeling clay) and some wooden sculpting tools

You may check your public library to read some of these suggested readings:
Basics:
- *Adobe Animate CC Classroom in a Book* (2018 release) by Russell Chun
- ** *Walter Foster Cartoon Animation* by Preston Blair (cheap $10, valuable resource)
- ** *The Animator's Survival Kit* by Richard Williams (now an interactive iPAD **App** - $28.99)
- *The Animation Book* (New Digital Edition) by Kit Laybourne
- *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
- *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* – The movie visual effects industries' magazine (2021 discontinued in print)

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)
- *A New History of Animation* by Maureen Furniss
- *The World History of Animation* by Stephen Cavalier
- *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, & field charts
http://www.lightfootltd.com – Buy a round peg bar! – Use with normal 3-hole punch paper.
http://sparetimelabs.com/animato/animato/pegbar/pegs.html – Do-it-yourself animation drawing stations