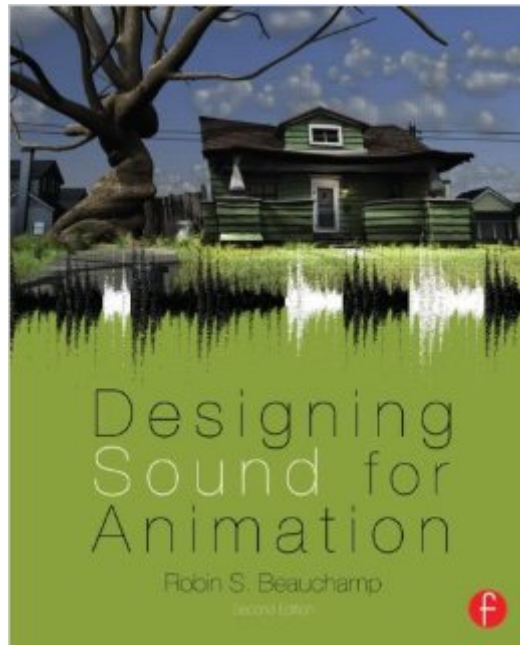


The book was found

Designing Sound For Animation



Synopsis

Sound is just as crucial an aspect to your animation as your visuals. Whether you're looking to create a score, ambient noise, dialog, or a complete soundtrack, you'll need sound for your piece. This nuts-and-bolts guide to sound design for animation will explain the theory and workings behind sound for image, and provide an overview of the systems and production path to help you create your soundtrack. Follow the sound design process along animated shorts and learn how to use the tools and techniques of the trade. Enhance your piece and learn how to design sound for animation.

Book Information

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Average Customer Review: 5.0 out of 5 starsÂ Â See all reviewsÂ (1 customer review)

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Customer Reviews

I'm an animation teacher and so I understand the importance of good sound design in creating a believable movement. You can make a basketball bounce, but if you don't have the right "thwack" coming in at the exact right moment, all of my good drawing is for nothing. Bad sound brings great animation down to merely adequate. Well-designed sound moves adequate animation up to great. This is a great book and goes into exhaustive detail about designing sound. I had the last version, which was fine, but this new edition is much better. My colleagues who teach sound design at my school were very impressed and have bought copies of their own because the technical explanations of how codecs work, etc are very good and are understandable by newbies in the field. Don't be put off by the "...For Animation" in the title. I would also recommend this books to game designers, too. Really, it's for anyone who creates visuals in any media and needs to dub in sound or do foley work.

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