



Disney's Art of Animation #1

Bob Thomas, Walt Disney Company

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A celebration of the magic behind the world's most famous animated films, this complete update of the classic Disney's Art of Animation debuts in time for the video release of Disney's latest animated spectacular, *Beauty and the Beast*. Four-color throughout.

Disney's Art of Animation #1 Details

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Author : Bob Thomas , Walt Disney Company

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From Reader Review Disney's Art of Animation #1 for online ebook

Lisa Sanfilippo says

Loved this book in high school when it came out (I won't say when that was and date myself). Very informative. Love the lenticular cover!!!

Rachel Nabors says

I picked up this edition of the book specifically because it was recommended on a "list of books for aspiring animators." It is a delightfully light introduction to the history of Disney animation, including some key animating tidbits. Examples of things I picked up:

Animations were in color before live films.

Disney monopolized colored cartoons for three years through a deal with Technicolor.

Disney encouraged animators to use bright colors because they were paying so much for the use!

Animators learned to desaturate the backgrounds to keep the brightly colored characters from disappearing into them.

Did you know that Disney didn't "invent" the animation industry so much as he beat out the competition in New York? That Disney was a real bootstrapper who had many early false starts and spent a lot of time borrowing and repaying money? Did you know that the Black Cauldron was terrible because it's what happens when you leave a bunch of animators alone without project management??

This book rocks. The first half is history, the second half is a process walkthrough using Beauty of the Beast, and I cannot think of a better example of animation to use.

Corinne says

Good overview of the history of Disney animation, although not much I didn't already know.

H.G. Howell says

Insightful and wildly informative. Great read for any Di-hard!

Jaimie says

Books about a company's history are generally polarizing for me (I either love them or I hate them), but this one fell somewhere in between. The writing could have stood to be improved a bit (not quite enough hard chronology made topics blend together a bit, and I would have appreciated each movie getting a proper

treatment), but overall my impression was quite positive. Text nor images dominated each page and I wasn't struck by dissonance between the two - both of which are major problems for many art-focused histories - though my easy reading time may have been facilitated by the fact that I am very familiar with all of the Disney films and much of the history. The book could have used a bit more academic content (indexes, chronologies of films, separate bios of key animators, original stories matched with Disney adaptations), but I don't think that it was meant to be anything more than a decent glance into the history of one of America's oldest companies. Thankfully there are publications that cover in depth discussions of most of the major Disney films, as well as biographies of the Disney personalities and artistic innovations.

Amy Jo says

Didn't write any reviews for the books I read between the beginning of October to the beginning of November. Therefore, the details of this following review may be fuzzier than usual; that means take it easy on me and do not rub balloons to this review's hair; a fuzzball puff will be the result.

Mainly read it for the behind the scenes story workshoping and the rough draft drawings. Also, was not prepared for how much the book would breeze through the films right before "Beauty and the Beast." That's pretty much it.

Garrett Cash says

Excellent classic on the art of animation in Disney films and shorts. It started out with ravishing detail on the early days of Disney's studio, but as time progressed to Walt's masterpiece features the writing became a bit too rushed and concise for my taste. Monumental films get only a page of surface level criticism. This trend gets worse as the book goes on, but thankfully it redeems itself by having half of the book be on *Beauty and the Beast* alone. The book is quite outdated, with 25 years of Disney films not being touched on, but it provides a succinct view of the progress made in animation by Walt and his successors up until the first blossoms of the Disney Renaissance.

Bree Johnson says

Disney Beauty and the Beast:

This book is a tale of love and perseverance. I would use this book in the discussion part of the building knowledge part of a lesson plan. The goal would be for children to sustain attention to a specific activity and demonstrate persistence. This book could also be used as an example for children of how good deeds can help people in more than one way.

Marcus Matossian says

This is a french book I bought in 1997 after "the art of Walt Disney" in 1993.

It is basically about all the process that goes on behind all the Disney animations up until Beauty and The Beast, with an in-depth exploration behind Beauty and the Beast.

Although it's in french (a language I barely understand) I remember forcing my sister to read it to me and explain everything!

It's one of those books that made me love drawing and coming up with stories that would make an interesting animation.

Gijs Grob says

'Disney's Art of Animation from Mickey Mouse to Beauty and the Beast' is essentially an almagam of two books: the first is a rework and update of Thomas's book from 1958, covering the history of Disney animation, including even a chapter on Disney's predecessors. The second is a rather journalistic report on the making of 'Beauty and the Beast' (1991). Thomas' Disney history makes a very fine read, but adds little information to those who already have Finch's 'The Art of Walt Disney: From Mickey Mouse to the Magic Kingdoms' or other Disney history books.

Thomas's report on 'Beauty and the Beast' is an equally fine read, but hardly critical, and hardly escapes the standard 'how is an animated movie made'- story. Best part is when we meet the animation artists Glen Keane, Andreas Deja, James Baxter, Lorna Cook, David Pruiksma, Will Finn and Tom Sito. They've all been given a little background info, and they tell about their difficulties in animating this particular movie.

Needless to say, the book is simply stuffed with very fine artwork.

Tessa says

I read this in middle school, and it opened my eyes to what a true art form classic animation is. I've been in love ever since.

L says

I was very pleased with most of this book. The first half is a concise history of Walt Disney and the animation company he founded. The second half goes in detail from start to finish on the production of Beauty and the Beast.

My biggest complaint is that the book began with a lot of great insider information on the early Disney films. As time goes on, the author breezes more and more quickly through each film till by the end he is only writing a couple sentences about each film.

My perspective on Disney has been set straight.

WaferBiscuits says

While it offers a good introduction to Disney's history and animation itself through "Beauty and the Beast", I think it can only function as that. This book is purely surface level, but it explains things clearly and succinctly for someone just getting into the subject.

Even so, I would be more inclined to recommend Frank Thomas' and Ollie Johnson's "Illusion of Life" as a more in-depth take into the studio's very early history.

Drew Graham says

I received this book as a gift more than ten years ago, and had glanced through it a few times, but never actually bothered to read it until now (I've recently decided I should get more out of my collection of art/animation books). It took me a while to read because I read it during down time at work. This book is divided into two parts. Evidently an update from a book Bob Thomas originally wrote in the late 1950s at Walt's request, the first 120 pages is a concise history of animation, specific to Walt Disney's indelible contributions to the art form. The last third or so contains a section devoted to the making of *Beauty and the Beast*, which was the newest Disney animated film at the time of publication.

This was an interesting book, taking a whole lot of information and presenting it in a manageable and engaging way. It had a lot of really nice artwork, including production and rough animation sketches, finished colored movie stills, photographs of people who worked at the studio, and some really old animation artwork. It wasn't a *complete* history of Walt Disney or the art of animation, some elements of the studio or art form's respective histories are glossed over with a brief mention or omitted completely, but it gets through a lot of years and relevant points of interest pretty well. A lot of the information won't be new to someone who is really into Disney's body of work, but for the casual reader it gives a nice overview. There was even a brief history of the art of animation before Disney ever came on the scene, setting the stage for his innovation in the field, which recalled many of my notes from animation history classes. For some reason I expected a little more insight to the other elements of Disney's films, such as music or TV projects or ties to theme parks, but then I realized this book was more specific to animation itself. The second half was centered on the making of *Beauty and the Beast*, and was a little more in-depth regarding all aspects of the filmmaking process, and contained a lot of nice information on the film, some of which even surprised a Disney nut like me. I was also a little surprised to find some inaccuracies regarding facts and names, but I guess the movie probably wasn't even quite finished at the time the writer was doing his research and collecting artwork and illustrations. Naturally, as Disney Animation has produced several animated films since this book's time, the information seemed a little dated, and pointed to *Beauty and the Beast* as being the be-all end-all of the studio's work, which, I guess, at the time, it was. It's not up-to-date, but it's interesting insight into the feeling regarding the studio and the art form at the time.

I should also mention that some of the writing seemed a little awkward (do we really need these odd and irrelevant physical descriptions of the animators and crew members?), and there were a few puzzling typos. I might have rated it about 3 1/2 stars, as there were a lot of redeeming factors and an impressive span of information that covered several decades, even though it had some flawed facts. (Also, production-wise, the paperback binding kind of fell apart as I read it, and the cover is in danger of coming unglued and falling off

completely.) Still, this was a fairly interesting and pretty fun read about Walt Disney's work and the legacy he left at his passing, and how, even though there were some bumps along the way, the studio continued to strive to be the best at what they do.

Danny says

A good overview of the history of Disney animation, chronicling the early days up to the latest Disney animated feature at the time of writing of the book: *Beauty and the Beast*. A big portion of the book is dedicated to the art of *Beauty and the Beast*. There's also an updated version of this book which goes all the way up to *Hercules*. The hardcover has a lenticular 3D cover.
