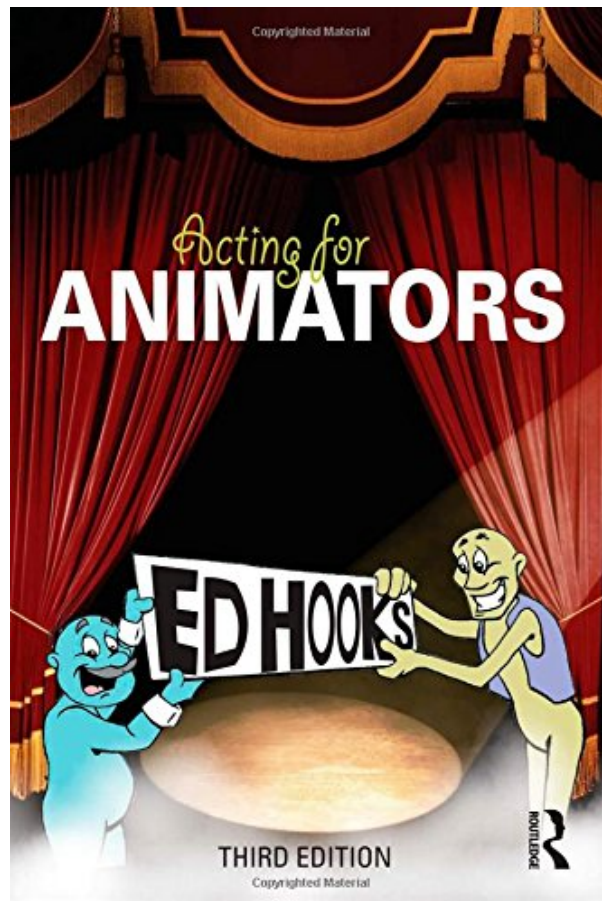
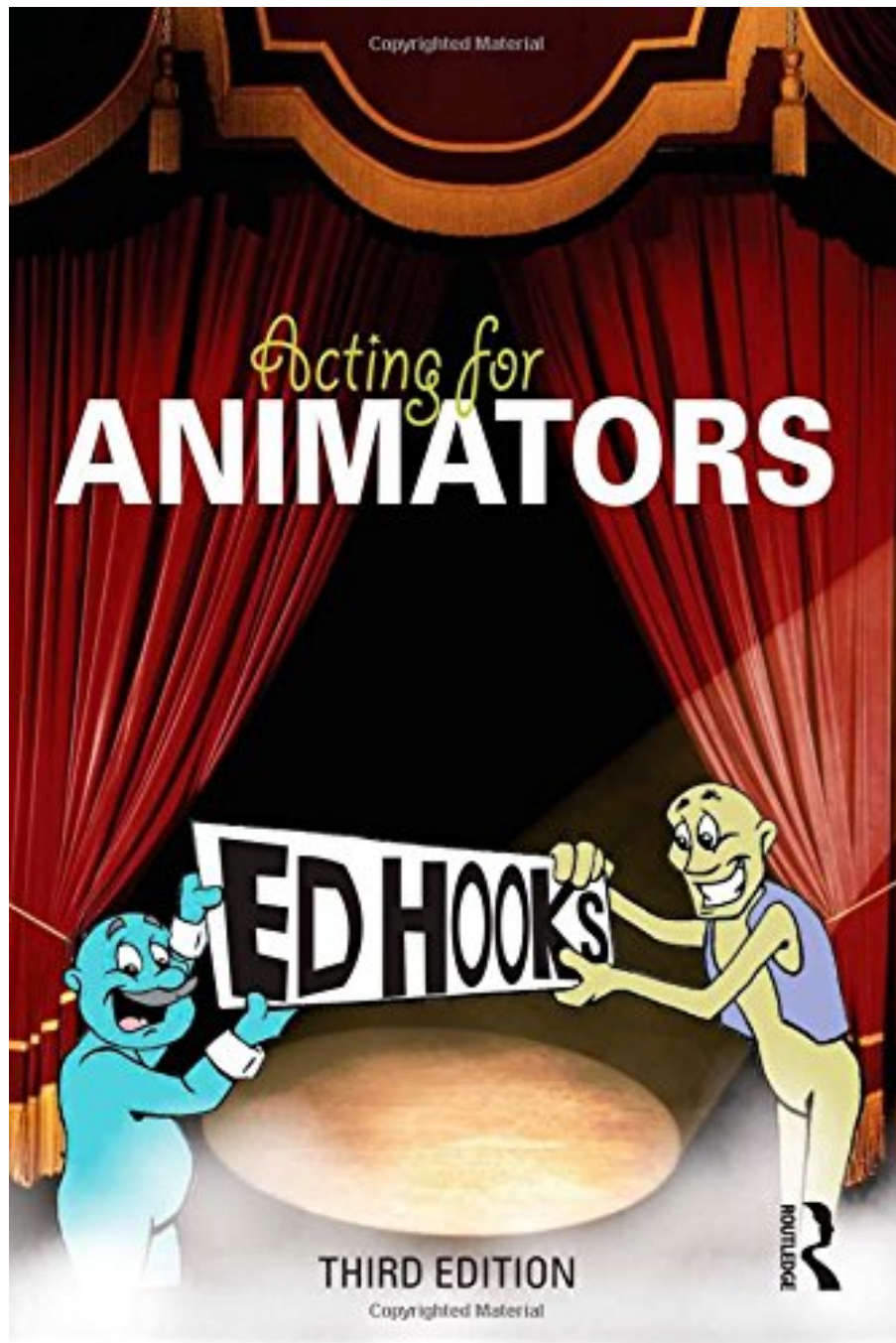


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About the Author

Ed Hooks has a 30 year acting career on stage and screen, and runs acting classes and acting for animators classes in the US, Europe and Asia. He has taught at over 50 companies and institutions, including Electronic Arts, Walt Disney Studios, Valve, Blizzard and 7 consecutive years at Swansea Institute (SAND).

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Ed Hooks' indispensable acting guidebook for animators has been fully updated and improved!

Hooks uses basic acting theory to explain everything from character movement and facial expressions to interaction and scene construction. Just as acting on film and on stage are very different disciplines, so is the use of acting theory in creating an animated character, scene or story. Acting for Animators is full of essential craft tips from an acting master.

New to this Routledge edition:

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- an expanded chapter on video game animation
- all-new illustrations
- a 500 word history of acting

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Great Stuff

By AnimatorGuy

I am an animation student beginning my study of acting. This book has proved invaluable. It takes you through step by step how to act out a scene (showing the difference between live acting and animated acting

when possible). It briefly touches on the Laban acting method which I had never heard before and tells you just enough to let you know you don't know anything about it. The CD accompanying the book shows some video samples of Laban which seemed pretty obvious and unnecessary. It didn't take away from the book. Just didn't add anything for me.

I've heard from so many animators that complain they weren't taught acting. This book is as close to an acting workshop as you'll ever get.

0 of 0 people found the following review helpful.

biased review since I attended the author's lecture on the subject

By Homey Wan Kenobi

Ed Hooks is a wonderful guy that really knows his stuff when it comes to this particular field of study. His lecture basically covers his book but is worth hearing him tell stories about the studios he's visited and the people he meets. For a deep dive, I recommend students to follow up his book with a book on body language that law enforcement use. I forget the name but it's here on Amazon as well.

0 of 0 people found the following review helpful.

IT'S ALL ABOUT THE CHARACTER

By Diego Souza

This book is very important for who is just starting or for who is already in business for awhile. Sometimes we're worried too much with body mechanics, arcs, timing, etc.. and we forget about the most important, **THE CHARACTER!** The character and telling the story are the reason of animating after all, your animation must work accordingly. The books helped me a lot with mindset to approach it wisely.

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