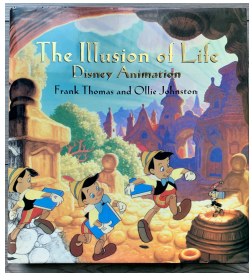


# Telling Stories Through Animation

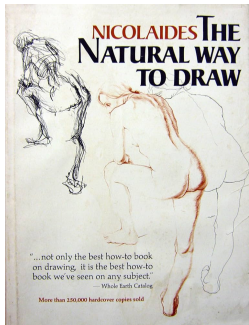
michael.labash@gmail.com  
labashanimation.com

## Reading List:



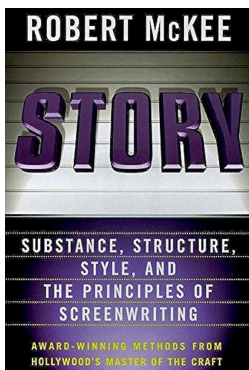
*Disney Animation: The Illusion of Life*  
by Frank Thomas and Ollie Johnston

**The Bible of Personality Animation**



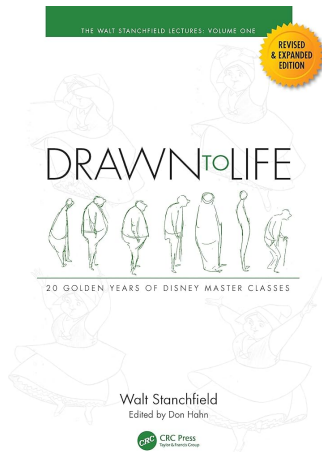
*The Natural Way to Draw*  
by Kimon Nicolaides

**THE best book ever written about drawing**



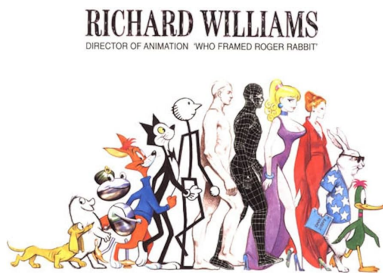
*Story*  
by Robert McKee

**The fundamentals of movie story-telling**



## *Drawn to Life* by Walt Stanchfield

**How to simplify shapes for clearer animation poses**



## *The Animator's Survival Kit* by Richard Williams

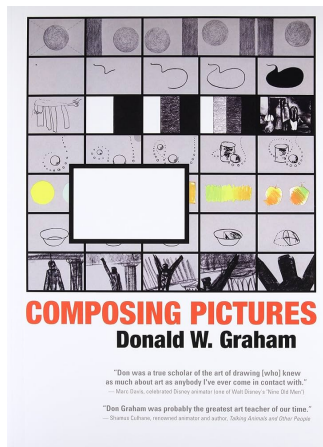
**The mechanics of animation**



## Hitchcock/Truffaut by Francois Truffaut



**French director Truffaut's interviews with master filmmaker Alfred Hitchcock. A masterclass in how great movies are made.**



## Composing Pictures by Donald W. Graham

**Graham was an art teacher hired by Walt Disney in the early days of the studio to train the animators in the fundamentals of design. This book collects the lessons he taught there..**

All of these books are at the public library Most can be found at the Internet Archive (<https://archive.org/>) as free pdf downloads.

### **YouTube:**

Also, here's a link to a YouTube playlist I put together. It focusses on storyboarding and cinematic storytelling. There's a ton of stuff so just take it in at your own speed. it's all worth checking out.



## **Materials:**

Sketchbook (at all times) and pen

Software: Blender (Free)

<https://www.blender.org/>

## **Movies:**

Watch every movie you possibly can (not just animation) from all different eras and countries. Study and analyze their story structure and how the director uses not just the actors but the camera, lighting, editing, music and shot compositions to tell the story.