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Animation: The Mechanics of Motion
Animation: the Mechanic of Motion is an impressive textbook that should be a big help to animation students. Animation: The Mechanics of Motion by Chris Webster. Burlington, MA: Focal Press, 2005. 259 pages, includes Mac/PC CD-ROM. ISBN: 0-240-51666-4 (\$36.95).

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Stop Motion. Stop motion encompasses claymation, pixelation, object-motion, cutout animation, and more. But the basic mechanics are similar to the traditional style like a flipbook. However, instead of drawings, stop motion adjusts physical objects in each frame.

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Character animation involves more than the principles of animation and the mechanics of motion. Unique, believable characters that think, feel and captivate your audience are ones that involve emotion, performance, personality, acting and story. Successful animators balance all of these elements within a single character and narrative.

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