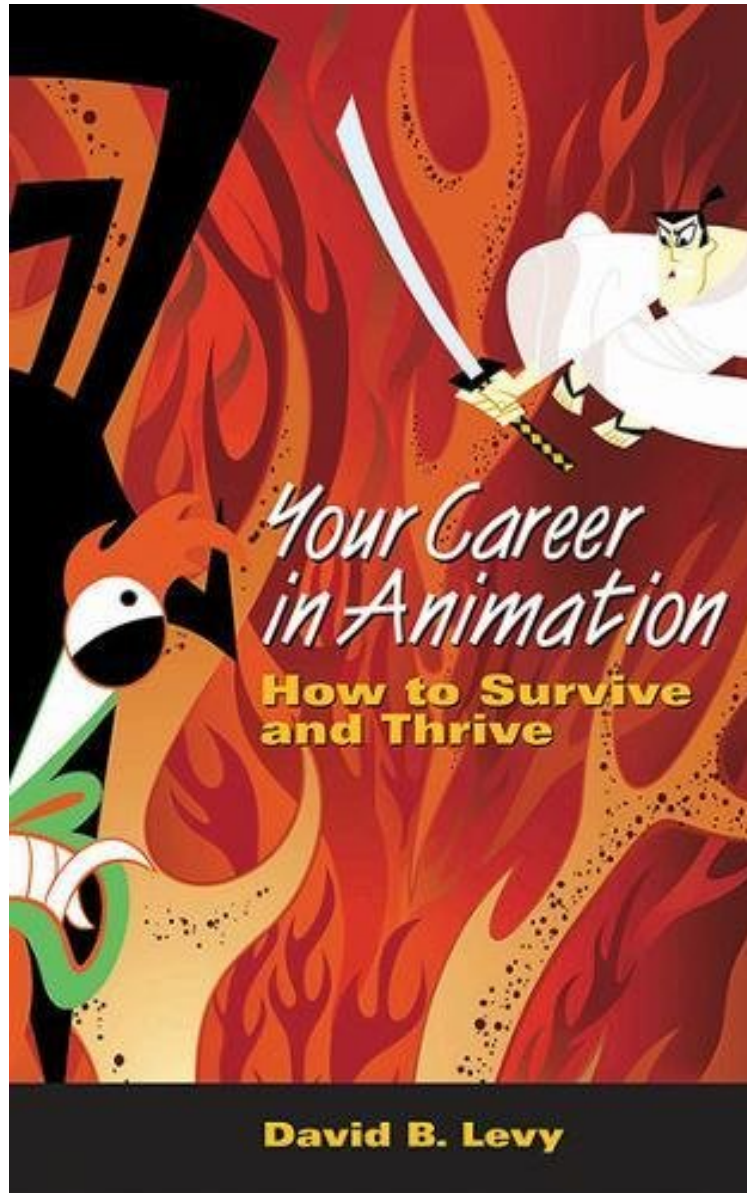


(Download) Your Career in Animation: How to Survive and Thrive

Your Career in Animation: How to Survive and Thrive

David B. Levy

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David B. Levy : Your Career in Animation: How to Survive and Thrive before purchasing it in order to gage whether or not it would be worth my time, and all praised Your Career in Animation: How to Survive and Thrive:

7 of 7 people found the following review helpful. The landscape is littered with College grads who are 6 figures in debtBy CustomerThere are pluses and minuses to this book. Alot of what is in this book is fairly standard common sensical stuff. Networking in people is repeated often. Which is true in just about any field not specifically this one.

The author talks about pitching ideas mainly, maybe sometimes going to effort to produce a short animation. The big negative and gripe I have with the author is he repeatedly talks about getting a College degree in order to get into this field. Which I find odd since he also advocates use of outsourcing to produce the animations. I personally know of 3 people who are 6 figures in debt and not working in animation. 1 of 1 people found the following review helpful. Not bad but not Great either. By Margarita That Samurai Jack cover is a bit misleading since I didn't see it mentioned once in there. We had this for a Major Seminar class. No one seemed to gain some profound knowledge from it, and most things where things you could come to using logic. If however you are a freshman/ sophomore animator, some of these things may be helpful. 1 of 1 people found the following review helpful. Interesting view on animation. By karebearkarolina If not a bit outdated this is still a good and interesting read. The animation world has changed a lot since this book was written.

Great ideas for animators who are starting out or looking for their next job. Packed with information and insights. Perfect for film students and art students. Animation is a multibillion-dollar industry. Here's an insiders guide to getting into that industry, staying there, and getting ahead. Author David B. Levy has interviewed the top pros in animation, including Steven Hillenburg, creator of *SpongeBob SquarePants*; Al Brodax, producer of *Yellow Submarine*; Teddy Newton, character designer on *The Incredibles*; Linda Simensky, senior director of PBS Kids; John R. Dilworth, creator of *Courage the Cowardly Dog*; and dozens of others to get their insights on creating a portfolio or reel, meeting animators, networking, and making the leap from working for others to pitching and selling. A resource section lists animation schools, film festivals, studios, Web sites, and publications to get budding animators off to an animated start. Allworth Press, an imprint of Skyhorse Publishing, publishes a broad range of books on the visual and performing arts, with emphasis on the business of art. Our titles cover subjects such as graphic design, theater, branding, fine art, photography, interior design, writing, acting, film, how to start careers, business and legal forms, business practices, and more. While we don't aspire to publish a *New York Times* bestseller or a national bestseller, we are deeply committed to quality books that help creative professionals succeed and thrive. We often publish in areas overlooked by other publishers and welcome the author whose expertise can help our audience of readers.

About the Author David B. Levy is an award-winning independent filmmaker and animation director for *Blue's Clues* at Nickelodeon. His animation has been seen on HBO and on NBC's *Saturday Night Live*, and currently he is directing a new animated series for MTV. The president of the New York chapter of Association International du Film d'Animation, he lives in New York City.