

METADATA

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Abstract

The book focuses on the animation production process and techniques. It refers to the topic of the related design documents (script, storyboard, production bible and graphic design bible for characters and backgrounds) and provides a profound analysis. It, also, examines digital

techniques and production pipelines, development tasks with implementation of prototypes (animatic, pilot, teaser). Finally, it provides practical solutions to production issues, such as financing, signing contracts, production deals and defining intellectual property rights









