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## How to Make a Cartoon

By M Usman, John Davidson

Createspace, United States, 2015. Paperback. Book Condition: New. 229 x 152 mm. Language: English . Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*.Table of Contents Preface Chapter # 1: Creating Cartoon Characters Have an Idea of How the Character Will Look Draw It Don't Ignore Colors Give it a Personality - Give it a Background Get Feedback Revise Chapter # 2: Writing for Your Animation Define Your Objective Write a Storyboard Write a Script Tips to Enhance Your Story Your Characters Must Overcome Impossible Challenges - Emphasize Emotions Chapter # 3: Understanding Your Audience Knowing audiences previous knowledge You Will Know What Language to Use You Will Know What Style They Prefer You Will Understand How to Reach Them Chapter # 4: Tools You Will Need to Make Cartoons Computer Tablet Microphones Speakers Software Chapter # 5: Methods of Creating Cartoons 2D Cartoons 3D Animation Chapter # 6: Softwares to Use When Making Cartoons Maya Blender Adobe Flash Anime Studio CreaToon Chapter # 7: An Introduction to Sound Effects It Reinforces Emotions Sounds Draw Attention Create Anticipation Sounds Make Your Movie Come to Life Where to Get Sounds Chapter # 8: Recording Voices for Your Animation Choose a Room...



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