



# Physics for Animators

*Michele Bousquet*

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## **Physics for Animators** Michele Bousquet

Achieving believable motion in animation requires an understanding of physics that most of us missed out on in art school. Although animators often break the laws of physics for comedic or dramatic effect, you need to know which laws you're breaking in order to make it work. And while large studios might be able to spend a lot of time and money testing different approaches or hiring a physics consultant, smaller studios and independent animators have no such luxury. This book takes the mystery out of physics tasks like character motion, light and shadow placement, explosions, ocean movement, and outer space scenes, making it easy to apply realistic physics to your work.

- Physics concepts are explained in animator's terms, relating concepts specifically to animation movement and appearance.
- Complex mathematical concepts are broken down into clear steps you can follow to solve animation problems quickly and effectively.
- Bonus companion website at [www.physicsforanimators.com](http://www.physicsforanimators.com) offers additional resources, including examples in movies and games, links to resources, and tips on using physics in your work.

Uniting theory and practice, author Michele Bousquet teaches animators how to swiftly and efficiently create scientifically accurate scenes and fix problem spots, and how and when to break the laws of physics. Ideal for everything from classical 2D animation to advanced CG special effects, this book provides animators with solutions that are simple, quick, and powerful.

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