

Get Free Eric Goldbergs Character Animation Crash Course Pdf For Free

Character Animation Crash Course! The Animator's Survival Kit Tony White's Animator's Notebook Timing for Animation Animated Performance How to Draw Manga Cartoon Character Animation with Maya A Crash of Rhinos Snow Crash Crash Course Psychiatry Updated Edition - E-Book Creating Animated Cartoons with Character Cartooning: Animation 1 with Preston Blair Computer Animation Complete Prepare to Board! ATI TEAS Crash Course® Book + Online Physics for Animators The Animator's Workbook Too Funny for Words The Art of Crash Bandicoot: It's about Time Simplified Drawing The Animation Book Fantasy Cartooning The Art of Crash Landing Designing Interface Animation Python Crash Course The Art of the Croods Sketching for Animation Timing for Animation Character Mentor Cartoon Animation Heads You Win Comics Crash Course Animation for Beginners Animation Beauty Queens The Comic Book History of Animation: True Toon Tales of the Most Iconic Characters, Artists and Styles! An Animator's Gallery Crash Bandicoot Adult Coloring Book Timing for Animation, 40th Anniversary Edition Crash

Heads You Win is the incredible and thrilling novel by the master storyteller and bestselling author of the Clifton Chronicles and Kane and Abel, Jeffrey Archer. Leningrad, Russia, 1968. From an early age it is clear that Alexander Karpenko is destined to lead his countrymen. But when his father is assassinated by the KGB for defying the state, Alexander and his mother will have to escape Russia if they hope to survive. At the docks, they have an irreversible choice: board a container ship bound for America or one bound for Great Britain. Alexander leaves the choice to a toss of a coin . . . In a single moment, a double twist decides Alexander's future. During an epic tale, spanning two continents and thirty years, we follow Alexander through triumph and defeat as he sets out on parallel lives, as Alex in New York and Sasha in London. As this unique story unfolds, both come to realize that to find their destiny they must face the past they left behind as Alexander in Russia. With a final twist that will shock even his most ardent fans, this is international number one bestseller Jeffrey Archer's most ambitious and creative work since Kane and Abel. The animator of Popeye and Donald Duck discusses all aspects of film animation and includes over 130 illustrations. Crash Bandicoot Coloring Book contains 44 full-page detailed coloring pages with characters from one of the best series platform video games ever - Crash Bandicoot. Great activity for kids and adults! Each image is printed on a separate page to prevent bleed-through. Learn the basics of cartoon animation from acclaimed cartoon animator Preston Blair! Join acclaimed cartoon animator Preston Blair as he explains and demonstrates the magic of cartoon animation. Learn to develop a cartoon character's shape, personality, features, and mannerisms; how to create movements, such as walking, running, skipping, and sneaking; and tips on using lines of action and creating realistic motion. From cartooning basics to more advanced animation techniques, Animation 1 is a welcome introduction for artists ready to bring their drawings to life. Designed for beginners, the How to Draw & Paint series offers an easy-to-follow guide that introduces artists to basic tools and materials and includes simple step-by-step lessons for a variety of projects suitable for the aspiring artist. Animation 1 allows artists to widen the scope of their abilities, demonstrating how to animate a character, from character development to movement and dialogue. Looks at movie stills and drawings for a variety of Disney animated films and shows how sight gags, visual puns and jokes are developed Timing for Animation has been one of the pillars of animation since it was first published in 1981. Now this 40th anniversary edition captures the focus of the original and enhances this new edition with fresh images, techniques, and advice from world-renowned animators. Not only does the text explore timing in traditional animation, but also timing in digital works. Vibrant illustrations and clear directions line the pages to help depict the various methods and procedures to bring your animation to life. Examples include timing for digital production, digital storyboarding in 2D, digital storyboarding in 3D, and the use of After Effects, as well as interactive games, television, animals, and more. Learn how animated scenes should be arranged in relation to each other, how much space should be used, and how long each drawing should be shown for maximum dramatic effect. All you need to breathe life into your animation is at your fingertips with Timing for Animation. Key Features: Fully revised and updated with modern examples and techniques Explores the fundamentals of timing, physics, and animation Perfect for the animation novice and the expert Get straight to the good stuff with simple, no-nonsense instruction on the key techniques like stretch and squash, animated cycles, overlapping, and anticipation. Trying to time weight, mood, and power can make or break an animation—get it right the first time with these tried and tested techniques. Authors Harold Whitaker was a BAFTA-nominated professional animator and educator for 40 years; many of his students number among today's most outstanding animation artists. John Halas, known as "The father of British animation" and formerly of Halas & Batchelor Animation Studio, produced more than 2,000 animation films, including the legendary Animal Farm (1954) and the award-winning Dilemma (1981). He was also the founder and president of the International Animated Film Association (ASIFA) and former Chairman of the British Federation of Film Societies. Tom Sito is Professor of Animation at the University of Southern

California and has written numerous books and articles on animation. Tom's screen credits include *Shrek* (2001) and the Disney classics *Who Framed Roger Rabbit* (1988), *The Little Mermaid* (1989), *Beauty and the Beast* (1991), *Aladdin* (1992), and *The Lion King* (1994). In 1998, Tom was named by *Animation Magazine* as one of the 100 Most Important People in Animation. This whimsical, deluxe Art Deco-themed art book showcases Walt Disney characters in a manner that provides true insight to readers into character creation. Disney Supervising Animator and Director Eric Goldberg drew more than 200 stylized images Eric Goldberg drew more than 200 stylized images in a collection that first debuted as a display within the Roy E. Disney Animation Building in within the Roy E. Disney Animation Building in Burbank, California. Now with An Animators Gallery, the show comes right to you. A guide to the theory, aesthetics, and techniques of animation features detailed instructions, projects, and discussions on such topics as basic movement, and digital ink and paint. Effective interface animation deftly combines form and function to improve feedback, aid in orientation, direct attention, show causality, and express your brand's personality. *Designing Interface Animation* shows you how to create web animation that balances purpose and style while blending seamlessly into the user's experience. This book is a crash course in motion design theory and practice for web designers, UX professionals, and front-end developers alike. The classic work on animation principles, now fully updated for the digital age. The Academy Award-winning artist behind *Who Framed Roger Rabbit?* draws on his master instruction classes to demonstrate essential techniques required of animators of any skill level or method, in an updated edition that provides expanded coverage of such topics as animal gaits and live action. *Simultaneous*. A guide for young comics fans outlines the techniques needed to create one's own comics adventures, drawing on the author's fifteen-year experience with such series as *Superman* and *Peter Parker* to cover such elements as superheroes, villains, animals, and backgrounds. *Original*. Fans of the 5th Wave series will devour the pulse-pounding conclusion to *The Game* trilogy, by bestselling author Eve Silver, about teens pulled in and out of an alternate reality where battling aliens is more than a game—it's life and death. As her dad and best friend lie dying in the hospital, Miki is almost certain the Committee is trying to sabotage her life. The Game is glitching. The missions are more frequent, the alien Drau more deadly, and whatever has been tracking her thoughts more intrusive. The only thing holding Miki together is her boyfriend, Jackson, but somehow telling him how much she needs—and loves—him feels like the most terrifying challenge of all. Can Miki and Jackson make it through the final mission alive and win the Game before the walls between their alien-fighting nightmares and the real world come crashing down? Or will the world and everyone Miki loves disappear forever? *Crash* is the fiercely satisfying conclusion to a trilogy Pittacus Lore, *New York Times* bestselling author of the *I Am Number Four* series, raves is packed with "thrilling action and addictive romance—a mind-bending rush of a read!" Have you ever wanted to try your hand at cartoony computer animation? Then look no further... *Cartoon Character Animation with Maya* will help you create just that, guiding you through every step of the process including how to incorporate multiple limbs, smears, motion blur and staggers seamlessly into your animation. You'll learn how design matters in motion - not just how character design informs the way a character moves - but also how to incorporate design into your poses, pushing your animation to the next level. With step-by-step walkthroughs, animator and educator Keith Osborn takes you from planning to posing to polish, making the most of breakdowns, taking the terror out of tangent types and overcoming the oft-feared graph editor. Each chapter includes insight and advice from world-leading character animators, and the companion website, www.bloomsbury.com/Osborn-Cartoon-Animation, includes a short animation featuring the star of the book, Mr. Buttons. There's also a specially created rig of Mr. Buttons for you to animate with, as well as walk-through videos demonstrating key techniques. Everything you need to help you animate your own cartoony creations! Includes interviews with: Ken Duncan, *Beauty and the Beast*, *Aladdin*, 9 Jason Figliozzi, *Wreck it Ralph*, *Frozen*, *Big Hero 6* T. Dan Hofstedt, *Pocahontas*, *Mulan*, *Planes* Ricardo Jost, *The Nut Job*, *The Snow Queen 2* Pepe Sánchez, *Pocoyo*, *Jelly Jamm* Matt Williames, *Looney Tunes: Back in Action*, *The Princess and the Frog* From the team behind *The Comic Book History of Comics* comes the perfect companion piece telling the story of the triumphs and tragedies of the filmmakers and beloved animated characters of the past century and a half—essential for hardcore fans of the medium and noobies alike! It's all here, from Aardman to Zoetrope, Disney to Miyazaki, Hanna-Barbera to Pixar, and everything in-between! Begin in the early 1900s with J. Stuart Blackton and the first American cartoon, Winsor McCay's *Gertie the Dinosaur*, and *Felix the Cat*! Find out about Margaret Winkler, the most powerful person in early animation, and Walt Disney, who revolutionizes cartoons with sound and color! Discover how Fleischer Studios teaches us to sing "Boop-boop-a-doop" and eat our spinach, and how Warner Bros' *Looney Toons* rivaled Disney's *Silly Symphonies*! Plus, icons of animation including Hanna-Barbera, *Huckleberry Hound*, *The Flintstones*, and *Ruby-Spears*; the Plastic Age of toy-based TV shows including *G.I. Joe*, *Transformers*, and *He-Man*; and the new Golden Age of TV animation launched by *The Simpsons*! And go abroad to France with Émile Cohl's dynamic doodles in *Fantasmagorie*; to Japan, where the Imperial Navy debuts the first full-length anime as propaganda, *Divine Sea Warriors*, and Osamu Tezuka conquers TV as he conquered manga; and to Argentina, which beat out *Snow White* for the first feature length animated movie by two decades! And finally, *Jurassic Park* and the computer animation revolution! Post-*Little Mermaid* Disney, Pixar, and Studio Ghibli conquer the world! If you've ever wanted to know more about the history of animation but were afraid to ask, this book is especially for you! **THE 30th ANNIVERSARY EDITION WITH NEW, NEVER-BEFORE-PUBLISHED MATERIAL** After the

Internet, what came next? Enter the Metaverse - cyberspace home to avatars and software daemons, where anything and just about everything goes. Newly available on the Street - the Metaverse's main drag - is Snow Crash. A cyberdrug that reduces avatars in the digital world to dust, but also infects users in real life, leaving them in a vegetative state. This is bad news for Hiro, a freelance hacker and the Metaverse's best swordfighter, and mouthy skateboard courier Y. T.. Together, investigating the Infocalypse, they trace back the roots of language itself to an ancient Sumerian priesthood and find they must race to stop a shadowy virtual villain hell-bent on world domination. In this special edition of the remarkably prescient modern classic, Neal Stephenson explores linguistics, computer science, politics and philosophy in the form of a break-neck adventure into the fast-approaching yet eerily recognizable future. 'Fast-forward free-style mall mythology for the twenty-first century' William Gibson 'Brilliantly realized' New York Times Book Review 'Like a Pynchon novel with the brakes removed' Washington Post 'A remarkably prescient vision of today's tech landscape' Vanity Fair A compilation of key chapters from the top MK computer animation books available today - in the areas of motion capture, facial features, solid spaces, fluids, gases, biology, point-based graphics, and Maya. The chapters provide CG Animators with an excellent sampling of essential techniques that every 3D artist needs to create stunning and versatile images. Animators will be able to master myriad modeling, rendering, and texturing procedures with advice from MK's best and brightest authors. Divided into five parts (Introduction to Computer Animation and Technical Background, Motion Capture Techniques, Animating Substances, Alternate Methods, and Animating with MEL for MAYA), each one focusing on specific substances, tools, topics, and languages, this is a MUST-HAVE book for artists interested in proficiency with the top technology available today! Whether you're a programmer developing new animation functionality or an animator trying to get the most out of your current animation software, Computer Animation Complete: will help you work more efficiently and achieve better results. For programmers, this book provides a solid theoretical orientation and extensive practical instruction information you can put to work in any development or customization project. For animators, it provides crystal-clear guidance on determining which of your concepts can be realized using commercially available products, which demand custom programming, and what development strategies are likely to bring you the greatest success. Expert instruction from a variety of pace-setting computer graphics researchers. Provides in-depth coverage of established and emerging animation algorithms. For readers who lack a strong scientific background, introduces the necessary concepts from mathematics, biology, and physics. A variety of individual languages and substances are addressed, but addressed separately - enhancing your grasp of the field as a whole while providing you with the ability to identify and implement solutions by category. Animated Performance shows how a character can seemingly 'come to life' when their movements reflect the emotional or narrative context of their situation: when they start to 'perform'. The many tips, examples and exercises from a veteran of the animation industry will help readers harness the flexibility of animation to portray a limitless variety of characters and ensure that no two performances are ever alike. More than 300 color illustrations demonstrate how animal and fantasy characters can live and move without losing their non-human qualities and interviews with Disney animators Art Babbitt, Frank Thomas, Ollie Johnston and Ellen Woodbury make this a unique insight into bringing a whole world of characters to life. New to the second edition: A new chapter with introductory exercises to introduce beginner animators to the the world of animated acting; dozens of new assignments and examples focusing on designing and animating fantasy and animal characters. A companion to the Dreamworks animation comedy adventure traces its creative evolution with concept art, character sketches, storyboards, and digital paintings as well as interviews with key animators. Provides step-by-step instructions for creating anime, describing facial expressions, backgrounds, action, creating cels, computer animation, and other related topics. Detailed text and drawings illuminate how to conceive animated characters. Python Crash Course is a fast-paced, thorough introduction to Python that will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn about basic programming concepts, such as lists, dictionaries, classes, and loops, and practice writing clean and readable code with exercises for each topic. You'll also learn how to make your programs interactive and how to test your code safely before adding it to a project. In the second half of the book, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, data visualizations with Python's super-handly libraries, and a simple web app you can deploy online. As you work through Python Crash Course you'll learn how to: -Use powerful Python libraries and tools, including matplotlib, NumPy, and Pygal -Make 2D games that respond to keypresses and mouse clicks, and that grow more difficult as the game progresses -Work with data to generate interactive visualizations -Create and customize Web apps and deploy them safely online -Deal with mistakes and errors so you can solve your own programming problems If you've been thinking seriously about digging into programming, Python Crash Course will get you up to speed and have you writing real programs fast. Why wait any longer? Start your engines and code! Uses Python 2 and 3 In Cartoon Animation, acclaimed cartoon animator Preston Blair shares his vast practical knowledge to explain and demonstrate the many techniques of cartoon animation. By following his lessons, you can make any character—person, animal, or object—come to life through animated movement! Animation is the process of drawing and photographing a character in successive positions to create lifelike movement. Animators bring life to their drawings, making the viewer believe that the drawings actually think and have feelings. Cartoon Animation was written by an animator to help

you learn how to animate. The pioneers of the art of animation learned many lessons, most through trial and error, and it is this body of knowledge that has established the fundamentals of animation. This book will teach you these fundamentals. Animators must first know how to draw; good drawing is the cornerstone of their success. The animation process, however, involves much more than just good drawing. This book teaches all the other knowledge and skills animators must have. In chapter one, Preston Blair shows how to construct original cartoon characters, developing a character's shape, personality, features, and mannerisms. The second chapter explains how to create movements such as running, walking, dancing, posing, skipping, strutting, and more. Chapter three discusses the finer points of animating a character, including creating key character poses and in-betweens. Chapter four is all about dialogue, how to create realistic mouth and body movements, and facial expressions while the character is speaking. There are helpful diagrams in this chapter that show mouth positions, along with a thorough explanation of how sounds are made using the throat, tongue, teeth, and lips. Finally, the fifth chapter has clear explanations of a variety of technical topics, including tinting and spacing patterns, background layout drawings, the cartoon storyboard, and the synchronization of camera, background, characters, sound, and music. Full of expert advice from Preston Blair, as well as helpful drawings and diagrams, *Cartoon Animation* is a book no animation enthusiast should be without. "Learn all the tips and tricks of the trade from the professionals. Highly illustrated throughout, points made in the text are demonstrated with the help of numerous superb drawn examples."-- *Crash Course* - your effective every day study companion PLUS the perfect antidote for exam stress! Save time and be assured you have all the core information you need in one place to excel on your course and achieve exam success. A winning formula now for over 15 years, each series volume has been fine tuned and fully updated, with an improved layout tailored to make your life easier. Especially written by junior doctors - those who understand what is essential for exam success - with all information thoroughly checked and quality assured by expert Faculty Advisers, the result is a series of books which exactly meets your needs and you know you can trust. Psychiatry can present a unique and sometimes daunting set of challenges to those approaching the specialty for the first time. This substantially revised fourth edition provides an accessible yet comprehensive introduction to this fascinating field. Ideal both as a revision aid and for preparation for work in A&E, the wards, clinics or GP surgeries, this book is full of practical hints and tips which will inspire confidence and to guide you towards systematic assessments, rational diagnoses and evidence based management plans. More than 220 line artworks, tables and boxes present clinical, diagnostic and practical information in an easy-to-follow manner Friendly and accessible approach to the subject makes learning especially easy Written by junior doctors for students - authors who understand exam pressures Contains 'Hints and Tips' boxes, and other useful aide-mémoires Succinct coverage of the subject enables 'sharp focus' and efficient use of time during exam preparation Contains a fully updated self-assessment section - ideal for honing exam skills and self-testing Provides the exam syllabus in one place - saves valuable revision time Written by recent graduates and specialty trainees - those closest to what is essential for exam success Quality assured by leading Faculty Advisors - ensures complete accuracy of information Features the ever popular 'Hints and Tips' boxes and other useful aide-mémoires - distilled wisdom from those in the know Fully updated self-assessment section matching the latest exam formats - confirm your understanding and improve exam technique fast Includes useful 'Learning Objectives' at the start of each chapter Pharmacological and disease management information updated in line with current best practice guidelines. Provides comprehensive, step-by-step guidelines for creating a quality animated series and getting it shown, drawing on examples from such programs as *Spongebob Squarepants* and *Rocko's Modern Life*. Step by step approach to drawing the human body in a simplified, structural way. Designed for animators and extremely beneficial for comic artists, illustrators, classical and interpretive artists. The content is referenced to the works of George Bridgeman, Kimon Nicolaides, Burne Hogarth and others. Following the exercises can help to greatly improve structural and gestural drawing skills. Drawing and sketching are central to the art of animation and can be crucial tools in designing and developing original stories, characters and layouts. *Sketching for Animation* offers a wealth of examples, exercises and tips from an army of professional animators to help you develop essential sketching, technical drawing and ideation techniques. With interviews and in-depth case studies from some of today's leading animators, including Bill Plympton, Glen Keane, Tori Davis and John Canemaker, this is a unique guide to turning your sketchbook - the world's cheapest, most portable pre-visualisation tool - into your own personal animation armory. First Published in 2011. Routledge is an imprint of Taylor & Francis, an informa company. You've researched your character extensively, tailored her to your audience, sketched hundreds of versions, and now you lean back content as you gaze at your final character model sheet. But now what? Whether you want to use her in an animated film, television show, video game, web comic, or children's book, you're going to have to make her perform. How a character looks and is costumed starts to tell her story, but her body language reveals even more. *Character Mentor* shows you how to pose your character, create emotion through facial expressions, and stage your character to create drama. Author Tom Bancroft addresses each topic with clear, concise prose, and then shows you what he really means through commenting on and redrawing artwork from a variety of student "apprentices." His assignments allow you to join in and bring your drawing to the next level with concrete techniques, as well as more theoretical analysis. *Character Mentor* is an apprenticeship in a book. Professional artists from a variety of media offer their experience through additional commentary. These include Marcus Hamilton (*Dennis the Menace*), Terry Dodson

(X-Men), Bobby Rubio (Pixar), Sean "Cheeks" Galloway (Spiderman animated), and more. With a foreword by comicbook artist Adam Hughes, who has produced work for DC, Marvel Comics, Lucasfilm, Warner Bros. Pictures, and other companies. 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 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. The Crash Bandicoot(TM) series has remained a beloved staple of platform gaming ever since the first game's release in 1996. The Art of Crash Bandicoot(TM)4: It's About Time(TM) is a rich repository overflowing with interviews, quotes, observations and anecdotes, accompanied by a treasure trove of concept art detailing the characters and environments of the game. Gamers of every type will cherish this all-encompassing look into the zany, wild and unpredictable world of Crash Bandicoot(TM). A new edition of Bloop Animation's popular animation guidebook packed with the latest recommendations and insights on how to turn your artistic passion into a professional film career! If you are an aspiring animator considering a career in film production or are curious about what it takes to make animated shorts, this is the book for you! Animation for Beginners is a comprehensive and modern introduction to the art and business of 3D animation from Bloop Animation founder, filmmaker, graphic novel author, and teacher Morr Meroz. With this guide, Meroz reveals a behind-the-scenes view of the pre-production, production, and post-production process along with an introduction to the skills you need and the different types of animation across the film industry. Along with these basics, you will learn: The 12 Principles of Animation The 8 Genres of Animated Shorts Writing an Animated Feature Film Career Paths for Animators and Tips on Starting a Career in Animation As a graduate of the School of Visual Arts and an animation professional, Meroz demystifies the business side of filmmaking with real-world advice for creating a compelling demo reel and portfolio site, hunting for a first job, and considering the pros and cons of freelancing versus working full-time. This is a perfect gift for illustrators, graphic designers, film students, and film industry professionals interested in how to "make it" as animators. From bestselling, Printz Award-winning author Libba Bray, the story of a plane of beauty pageant contestants that crashes on a desert island. Teen beauty queens. A "Lost"-like island. Mysteries and dangers. No access to email. And the spirit of fierce, feral competition that lives underground in girls, a savage brutality that can only be revealed by a journey into the heart of non-exfoliated darkness. Oh, the horror, the horror! Only funnier. With evening gowns. And a body count. Packed with illustrations, this book explains the methods and techniques of animation preproduction, with a focus on story development and character design. This book offers a complete course on the principles and techniques of drawn animation. Stressing that animation is a subtle and exacting art form which breathes life into inanimate drawings, the author covers every aspect of the process. In August 2016, the ATI TEAS exam replaced the TEAS V. The ATI TEAS, already the most widely-used nursing school admission exam in the U.S., is now also used for allied health program admission nationwide. REA's ATI TEAS Crash Course® is aligned with the most recent exam changes to the TEAS, or Test of Essential Academic Skills. Our ATI TEAS Crash Course® features easy-to-read review chapters that cover every exam objective in reading, mathematics, science, and English and language usage. The new ATI TEAS allows for one unified test to cover BSN, ADN, PN, and Allied Health programs. The ATI TEAS test blueprint has been revised to align with evolving developments in the nursing field and the curriculum, creating different points of emphasis on the test. In addition, the number of questions allotted to each content area has been changed, and examinees now may use an on-screen calculator. -- Introduces in rhyming text the collective names used for various animal groups. From a bright new talent comes this debut novel about a young woman who travels for the first time to her mother's hometown, and gets sucked into the mystery that changed her family forever. Mattie Wallace has really screwed up this time. Broke and knocked up, she's got all her worldly possessions crammed into six giant trash bags, and nowhere to go. Try as she might, Mattie can no longer deny that she really is turning into her mother, a broken alcoholic who never met a bad choice she didn't make. When Mattie gets news of a possible inheritance left by a grandmother she's never met, she jumps at this one last chance to turn things around. Leaving the Florida Panhandle, she drives eight hundred miles to her mother's birthplace—the tiny town of Gandy, Oklahoma. There, she soon learns that her mother remains a local mystery—a happy, talented teenager who inexplicably skipped town thirty-five years ago with nothing but the clothes on her back. But the girl they describe bears little resemblance to the damaged woman Mattie knew, and before long it becomes clear that something terrible happened to her mother, and it happened here. The harder Mattie digs for

answers, the more obstacles she encounters. Giving up, however, isn't an option. Uncovering what started her mother's downward spiral might be the only way to stop her own. Hilarious, gripping, and unexpectedly wise, *The Art of Crash Landing* is a poignant novel from an assured new voice.

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