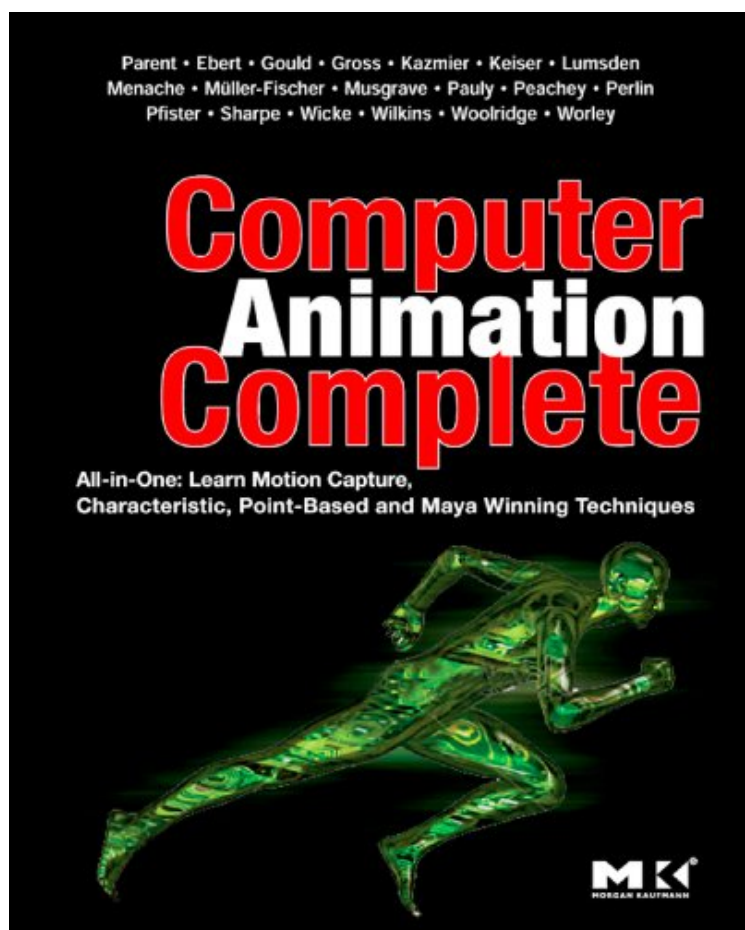


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Computer Animation Complete: All-in-One: Learn Motion Capture, Characteristic, Point-Based, and Maya Winning Techniques

Von Rick Parent, David S. Ebert, David Gould, Markus Gross, Chris Kazmier, Charles John Lumsden, Richard Keiser, Alberto Menache, Matthias Mller, F. Kenton Musgrave, Mark V. Pauly, Darwyn Peachey, Ken Perlin, Hanspeter Pfister, Jason Sharpe, Mark R. Wilkins, Martin Wicke, Nicholas Woolridge, Steve Worley

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Techniques:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. This is a thriller and I cannot set it downVon BernieOnce again MK (Morgan Kaufman) has come up with a book to fill one of those itching gaps of knowledge. This time it is "Computer Animation Complete." The book is written in text book form but will capture the imagination of us all and has hours of great fun reading.Do not overlook the introductory section as it tells of the different histories of animation and can be a book in its self. Then there is the description of the contributors to the work; to really know a work you need to know something of the contributors. Each chapter has references out the wazoo. There are quite a few terms to learn so, even if you are familiar with the industry, it would be a good idea to at least scan from front to back to be sure you have not missed any. However you can also use the index if you know what you are looking for. Even though "Maya" is touted in the title of the book, other packages and their data types are covered. I was surprised and pleased to find many of the formulas in the book on such subjects as fluid dynamics are the same ones taught in fluid dynamics for other projects.The last animation I actually worked on was in the world of the Z80 on simple games with simple animation. This was before "Asteroids." On the film side I only dabbled in a few commercial animation programs. I was not aware of all the strides made in the field. So this book is a real eye opener. My previous life with AutoCAD 3d and computer math models prepared me for the explanations in the book. It cannot hurt having a background in programming. Some items can and should not be attempted without a classic technical background; however I did not even think about this in purchasing the book or until perusing the subject.Just an observation is that artists in any field must first learn the mechanics of that field before venturing into that undiscovered country. It is the same with this field first learn the mechanics then apply the imagination. This book is a good starting place.

KurzbeschreibungA 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. Pressestimmen""Computer Animation Complete" sets the stage with a well written introduction. In this section, the first chapter discusses some of the key events in the history of animation to introduce the principles of animation and film making. This chapter is written at a non-technical level and makes very interesting reading for anyone interested in animation. The target audience, however, is experienced animators. This book does not disappoint."--School Tech Talk Blog and MacDirectory.com"Computer Animation Complete sets the stage with a well written introduction. In this section, the first chapter discusses some of the key events in the history of animation to introduce the principles of animation and film making. This chapter is written at a non-technical level and makes very interesting reading for anyone interested in animation. The target audience, however, is experienced animators. This book does not disappoint."--School Tech Talk Blog and MacDirectory.com-Computer Animation Complete sets the stage with a well written introduction. In this section, the first chapter discusses some of the key events in the history of animation to introduce the principles of animation and film making. This chapter is written at a non-technical level and makes very interesting reading for anyone interested in animation. The target audience, however, is experienced animators. This book does not disappoint."--School Tech Talk Blog and MacDirectory.comKurzbeschreibungA 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.

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