

3d Animation Essentials

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3D Animation Essentials: Beane, Andy: 9781118147481 ...

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The essential fundamentals of 3D animation for aspiring 3D artists. 3D is everywhere--video games, movie and television special effects, mobile devices, etc. Many aspiring artists and animators have grown up with 3D and computers, and naturally gravitate to this field as their area of interest. Bringing a blend of studio and classroom experience to offer you thorough coverage of the 3D animation industry, this must-have book shows you what it takes to create compelling and realistic 3D imagery.

3D Animation Essentials by Andy Beane, Paperback | Barnes ...

3D Animation Essentials Serves as the first step to understanding the language of 3D and computer graphics (CG) Covers 3D animation basics: pre-production, modeling, animation, rendering, and post-production Dissects core 3D concepts including design, film, video, and games Examines what artistic ...

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3D Art Essentials With so many different programs available it can be tough knowing where to start. 3D Art Essentials takes software out of the equation by teaching the core 3D skills without any particular program. You'll learn about modeling characters, creating realistic poses, building textures and animating your own shots.

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3D Animation Essentials covers the fundamentals of 3D animation and computer graphics (CG) and teaches you what it takes to become a professional. You'll learn how animators create interactive 3D and CG for movies, television, games, tablets, and smartphones, as well as how to design products that can be printed in 3D.

3D Animation Essentials (Essentials (John Wiley)): Amazon ...

The essential fundamentals of 3D animation for aspiring 3D artists. 3D is everywhere--video games, movie and television special effects, mobile devices, etc. Many aspiring artists and animators have grown up with 3D and computers, and naturally gravitate to this field as their area of interest. Bringing a blend of studio and classroom experience to offer you thorough coverage of the 3D animation industry, this must-have book shows you what it takes to create compelling and realistic 3D imagery.

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3D Animation Essentials by Andy Beane (2012, Trade ...

The History of 3D Animation (Early computers, the Utah "teapot", the birth of Pixar) Exploring the 3D Animation Industry (including its uses today in medicine, law, and architecture) Working in 3D Animation Preproduction (idea/story, animatic/pre-visualization/design) Working in 3D Animation Production (layout, R&D, 3D visual effects)

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The course will provide opportunities for students to develop design skills used in 3D animation, game design and 3D visualization. 3DS MAX will serve as the primary software program. Students will also learn additional 3D software programs as time permits.

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