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Von John Vince

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Von John Vince : Essential Computer Animation fast: How to Understand the Techniques and Potential of Computer Animation (Essential Series) before purchasing it in order to gage whether or not it would be worth my time, and all praised Essential Computer Animation fast: How to Understand the Techniques and Potential of Computer Animation (Essential Series):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. A great book in the Computer Animation field.Von Luiz Normando Z. FerreiraComputer Animation is now worlds away from its early beginnings when programs merely mimicked the hand drawn cartoon process. It's now regularly used for creating wonderful special effects in major movies like Titanic, Toy Story, Antz and Bugs Life. The book tells you about basic principles used in the powerful software products on the market and the terms and processes involved, in an easy-to-understand way with no complicated math. So if you want to learn more about 3D computer animation without being swamped by complex mathematics, then read this book and have fun creating your own animated programs.

KurzbeschreibungFor those who want to learn more about computer animation without being swamped with complex mathematics, this is the book to read! Beginning with the relationship between animation, the human visual system, and computers, Essential Computer Animation fast takes readers through a broad exploration of the subject. Readers will learn all about computer animation techniques; computer animation hardware; animation software, such as Softimage, Maya, 3D-Studio, MAX, and Lightwave; post-production techniques; and animation applications..deA relatively thin book, Essential Computer Animation Fast is rich in information, a hand up from an experienced teacher and talented writer. For anyone who is interested in the topic, this book is a solid first reference. Opening with a short history of computer graphics, it quickly chronicles the development of computers and computer animation software, progressing to the fundamentals of computer graphics and animation. Occasionally, it gets technical, as in a discussion of the different modeling paradigms: Bzier curves, NURBS, and surface patches. These topics make good reading, although many contemporary computer graphic artists are rather far removed from them. Essential Computer Animation Fast describes lighting methods, types of shadows, the principles behind inverse kinematics, motion capture, and hardware; but not particularly deeply. In fact, the discussion on post-production techniques (a critical step in any animation production) could have been considerably longer than its seven pages. The section on animation itself also could have been more in-depth. That said, you will get a wide range of good information. Computer animation has matured so quickly that even those in the field have a difficult time keeping up. Besides learning all of the foundation material, and just staying up to speed, you have to keep on top of new information daily--new techniques, new software, new approaches, not to mention new artistic trends. Because of this ever-growing mountain of experience, the newcomer is faced with a learning curve whose crest is constantly moving beyond reach. Essential Computer Animation Fast gives you solid footing on that mountain. --Mike CaputoKurzbeschreibungFor those who want to learn more about computer animation without being swamped with complex mathematics, this is the book to read! Beginning with the relationship between animation, the human visual system, and computers, Essential Computer Animation fast takes readers through a broad exploration of the subject. Readers will learn all about computer animation techniques; computer animation hardware; animation software, such as Softimage, Maya, 3D-Studio, MAX, and Lightwave; post-production techniques; and animation applications.