The Art of 3-D : Computer Animation and Imaging, 2nd Edition

Isaac V. Kerlow

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The second edition of this popular reference addresses the newest techniques and latest technology in this rapidly changing field. Comprehensive and non-platform specific, it cuts through technical jargon to offer clear, step-by-step guidance through the entire process of creating a fully rendered 3-D still image or animation. Concepts are illustrated with 500 colour images - many of them new - from films, TV shows, and computer games. The book covers creative and artistic needs of the graphic artist and the computer scientist/programmer. In addition to dozens of new images, each chapter is fully updated and entirely new chapters on the overview of the digital production process and advanced character animation techniques are included. Illustrations represent work by Pixar Animation Studios, Blue Sky Studios, Cyan, Inc., Disney Studios, MCA/Universal, Acclaim Entertainment, Midway Games, Inc., Rhythm & Hues Studios, and many more.

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