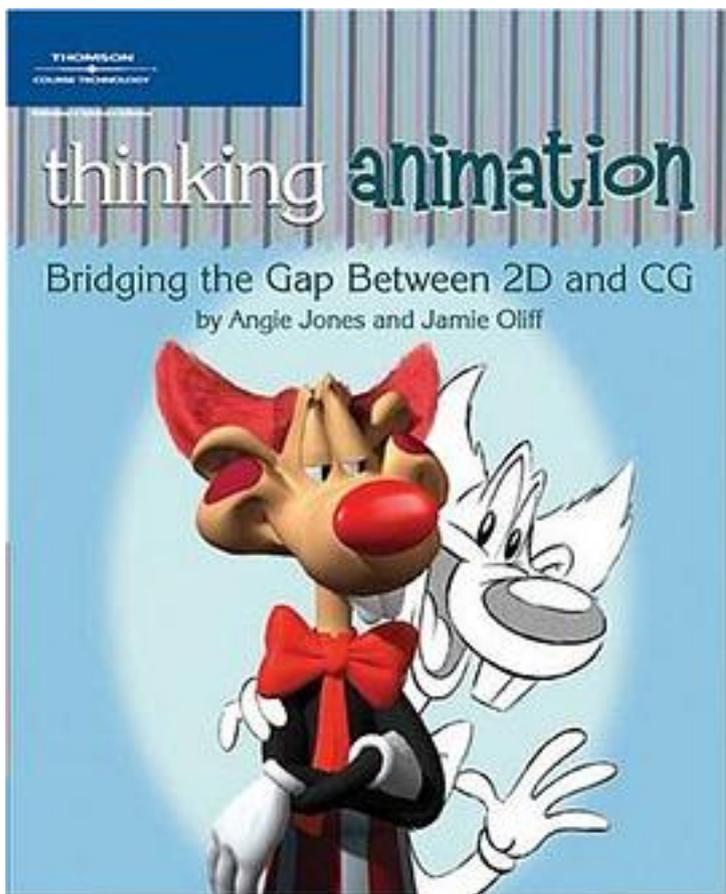# Thinking Animation

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著者:Angie Jones

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Learn how to think before you animate. Thinking Animation is a one-of-a-kind book that emphasizes how artists can use traditional animation techniques and principles with the computer generated animation technology of today. Written by seasoned animators with experience in both 2D and CG, Thinking Animation is an exquisite guide

aimed at experienced animators; however, the skills taught within are still accessible and valuable to the novice animator. This full-color book includes numerous interviews with experienced contributing authors from a wide range of backgrounds, including stop-motion, visual effects, traditional animation, and CG. Thinking Animation is non-software specific. It contains a history of the field of animation as well as insight into how CG studios operate. It embraces the future of animating with the computer while still retaining the core values that traditional animators use as formulas and principles.

作者介绍:

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