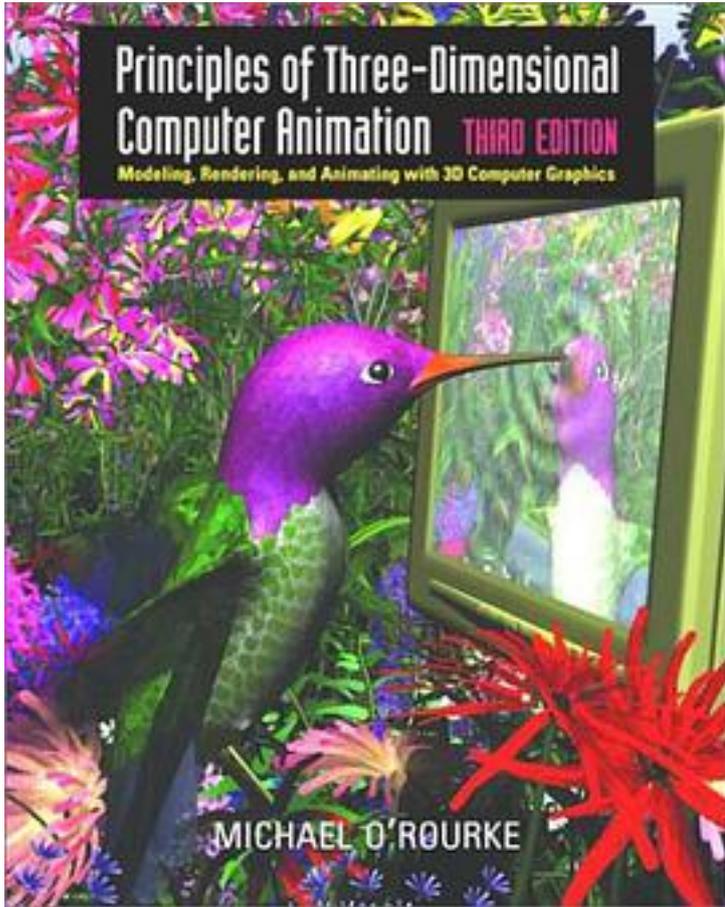


Principles of Three-dimensional Computer Animation



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This revised and updated edition of the standard introduction to computer animation reflects the latest developments in 3D computer animation. It clearly explains the basic

concepts and techniques for all those who want to master the technology, while covering new topics to keep readers up to date on advances in the field. 10 color and 200 black-and-white illustrations."At last! A book that I can wholeheartedly recommend to my students. . . . A key text in my classes." Michael Scroggins, director, Computer Animation Labs, California Institute of the Arts

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