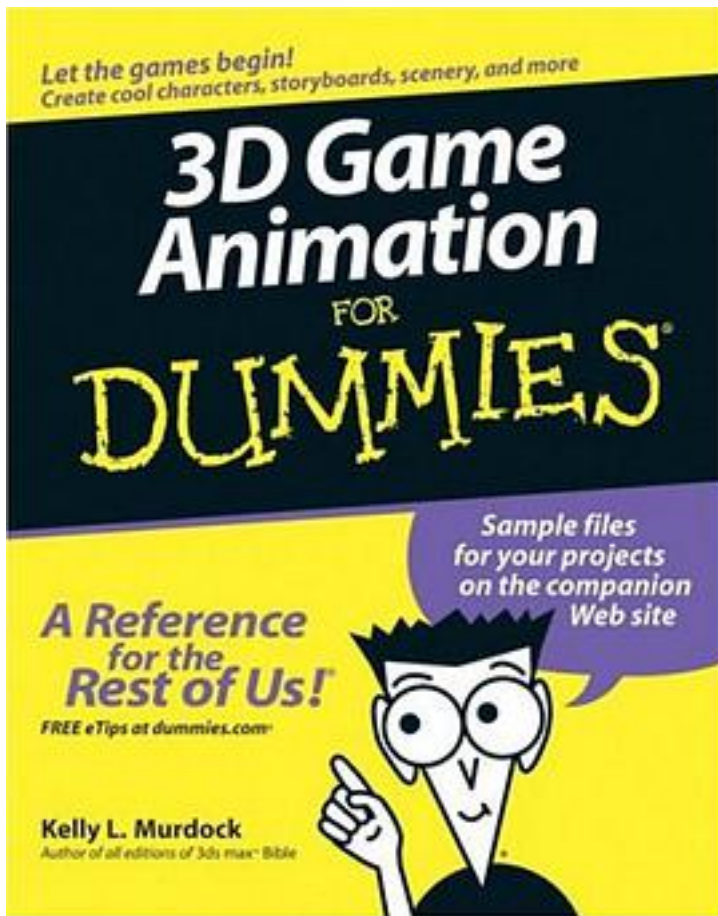


3D Game Animation For Dummies



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For readers intrigued by 3D video games as a hobby or a potential career, this book offers an introduction to the world of 3D game animation and provides step-by-step instructions on creating storyboards, scenery, characters, and even software. It covers topics such as working with 3D coordinates, keyframing, NURBS modeling, lighting,

rigging, skinning, particle effects, and more. Video game sales exceeded the movie industry's box office draw last year by \$1 billion.

作者介绍:

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