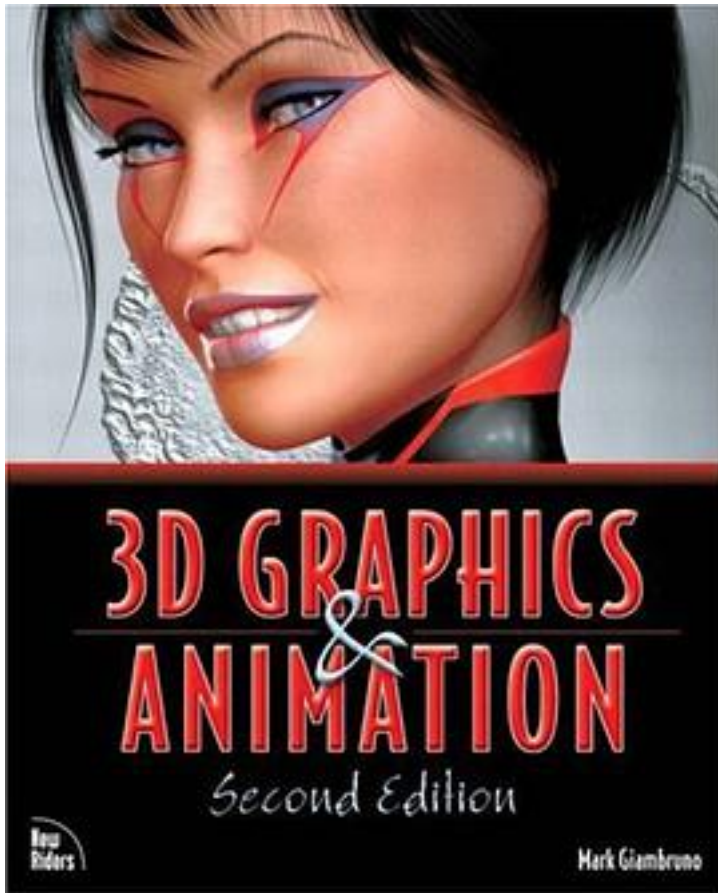


3D Graphics & Animation



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As a second edition, this book builds on the well-received segments of the first edition to cover the basics of 3D in general terms starting with "What is 3D?" and progressing step-by-step through modeling, texturing, lighting and animation. The book also offers coverage of such related topics as developing a story concept, storyboarding, and

putting together a demo reel and portfolio. It even provides interview tips! New elements in this second edition include interviews from industry leaders as well as application specific tutorials for 3ds max 4, Maya 4, and LightWave 7 that will be included on the CD.

作者介绍:

目录:

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