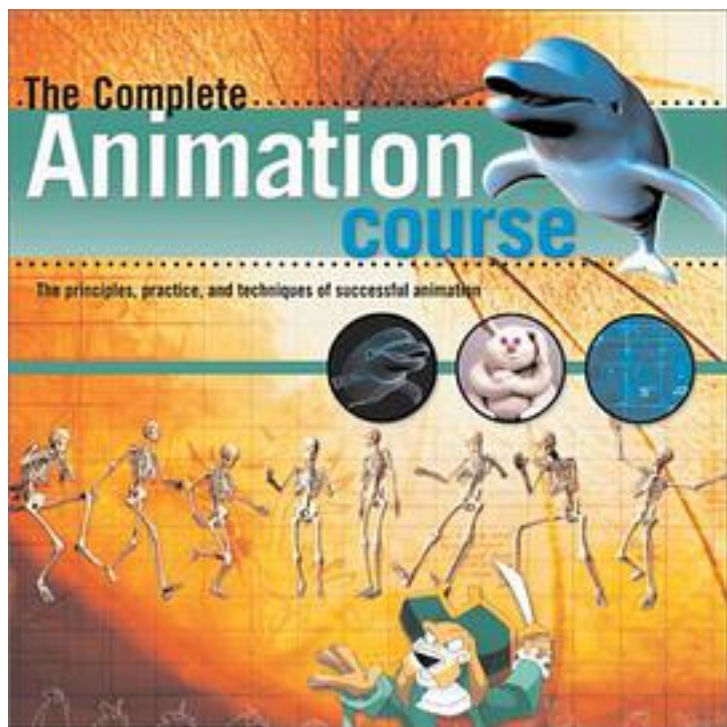


Complete Animation Course



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著者:Patmore

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Desktop computer artists will find a wealth of information in this heavily illustrated book. It instructs in the principles, practice, and techniques of successful animation. The author covers all forms of animation, starting with the basics of making sketches in flip books, and concluding with the latest developments in computer-generated imagery. He demonstrates with practical examples that utilize key areas of modern animation: cell art, stop-action with clay or plastic models, and 3D computer-generated and web-based animations. This volume as six chapters cover the following topics: The art of story telling and storyboarding . . . How to create stop-action animation . . . Simple cell animation, the technique for simple movie

cartoon sequences . . . Full cell animation, as used by Disney, Warner Brothers, and similar studios . . . Web animation for showcasing your skill over the Internet . . . and Computer modeling and animation, including 3D modeling. The book as concluding sections discuss modern hardware and software, with emphasis on affordable beginners' equipment. Also provided is an overview of the animation industry and its applications to movies, TV, and computer games. More than 250 instructive illustrations enhance this fascinating how-to volume.

作者介绍:

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