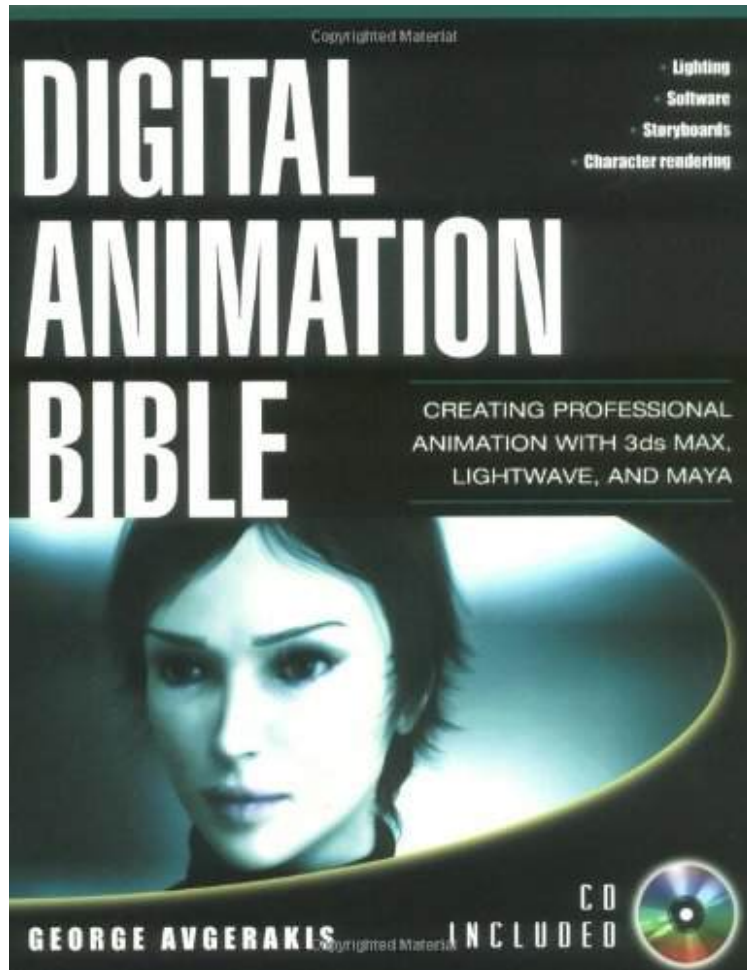


Digital Animation Bible: Creating Professional Animation with 3ds Max, Lightwave, and Maya

By George Avgerakis



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4 of 4 review helpful Broad overview of the animation business current software By TJM This book is designed to

give a broad discussion about breaking into the 3D animation industry esp in large media meccas like NYC and LA as well as review three of the most popular and powerful 3D software packages currently available 3ds max LightWave and Alias Maya The author owns an animation production company in This title deals with how to choose and use the right software for your animation needs covers industry leaders Lightwave Maya and Flash how to create and execute intricate storyboards character rendering and lighting in 3 D animation From the Inside Flap JOIN THE RANKS OF CREATIVE HIGHLY PAID DIGITAL ANIMATORS MASTER DIGITAL ANIMATION USING THE THREE HOTTEST PROGRAMS Essential to today s commercials feature films games corporate presentations and education digital animation is t

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