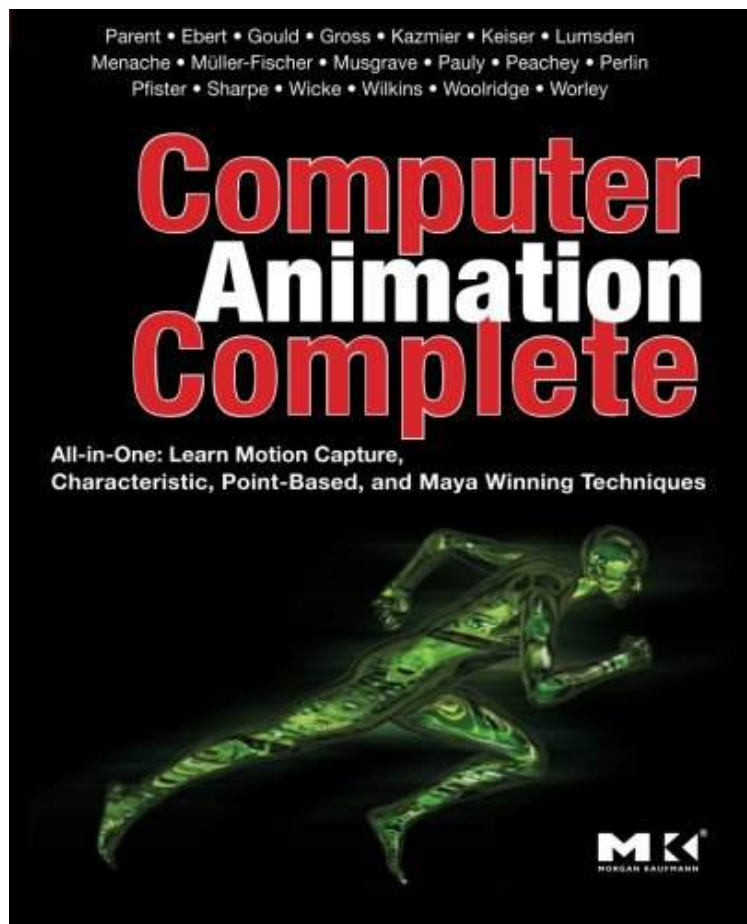


Computer Animation Complete: All-in-One: Learn Motion Capture, Characteristic, Point-Based, and Maya Winning Techniques

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By Rick Parent, David S. Ebert, David Gould, Markus Gross, Chris Kazmier, Charles John Lumsden, Richard Keiser, Alberto Menache, Matthias Müller, F. Kenton Musgrave, Mark V. Pauly, Darwyn Peachey, Ken Perlin, Hanspeter Pfister, Jason Sharpe, Mark R. Wilkins, Martin Wicke, Nicholas Woolridge, Steve Worley



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15 of 17 review helpful Waste of money By B Bellot As a 3D Animator and instructor I was extremely disappointed with this book Most of the information reads like a handout from a technical demo that they use at SIGGRAGH The Motion Capture section is mostly a history lesson of the development of the equipment A lot of the Maya animation lessons are taken from other books that are now 4 to 6 years out of date Do not was A compilation of key chapters from the top MK computer animation books available today in the areas of motion capture facial features solid spaces fluids gases biology point based graphics and Maya The chapters provide CG Animators with an excellent sampling of essential techniques that every 3D artist needs to create stunning and versatile images Animators will be able to master myriad modeling rendering and texturing procedures with advice from MK s bes Computer Animation Complete sets the stage with a well written introduction In this section the first chapter discusses some of the key events in the history of animation to introduce the principles of animation and film making This chapter is writ

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