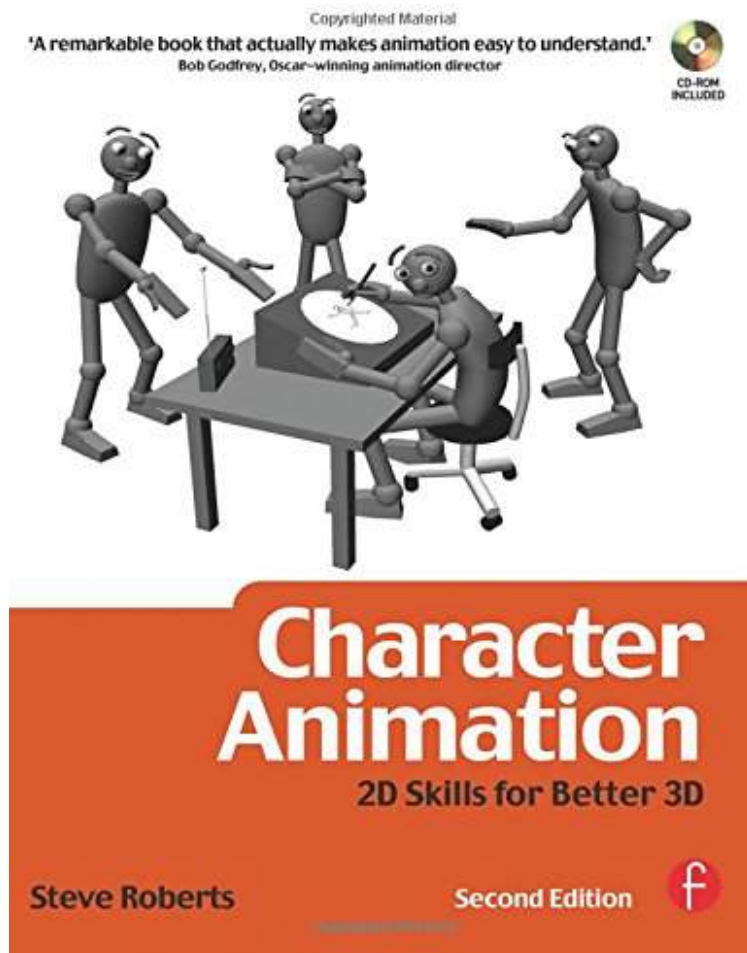


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By Steve Roberts



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not an student of animation so my point of view could be different than yours This book has a 2D approach for developing the animation part This book has an interesting work flow for every chapter 1 In the book you are going to be introduced to a specific subject 2 Improve your character animation with a mastery of traditional principles and processes including weight and balance timing walks birds fish snakes four legged animals acting and lip synch Traditional animation skills and techniques are presented in both 2D and 3D space The companion CD features demonstration animations and exercises conducted in each of the major animation packages including 3ds Max LightWave Maya and XSI Softimage What people have said about Character Animation by Steve Roberts Animators are fortunate not for them the limitations of the theatrical stage or the many hazards of a live action film location shoot Their only limitations are t

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