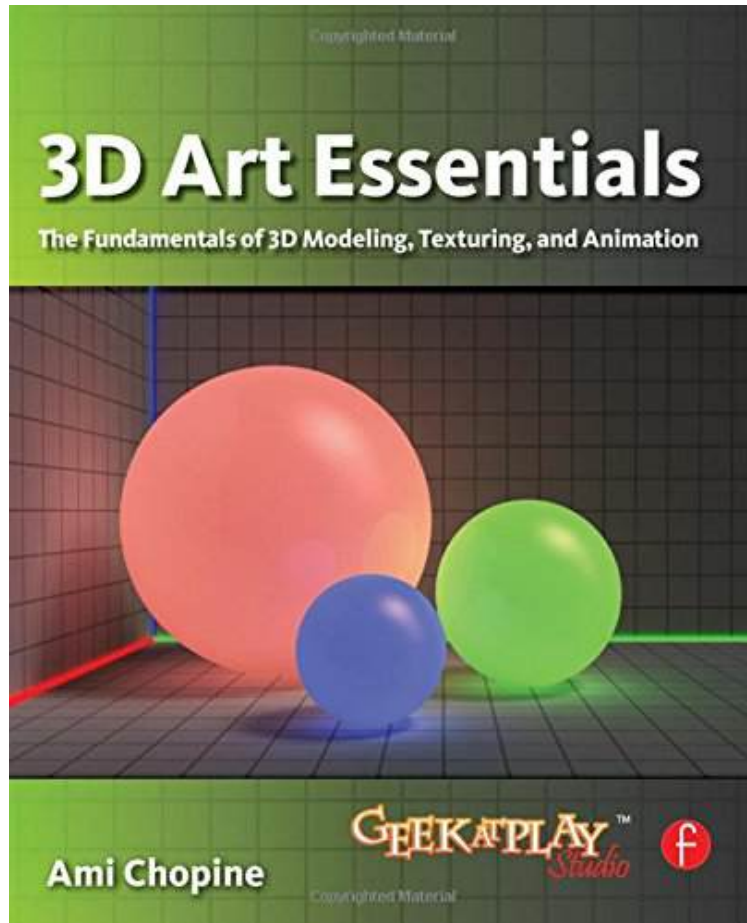


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By Ami Chopine



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book to read if Create high quality 3D animations and models by using the basic concepts and principles of 3D art presented by GeekAtPlay com s Ami Chopine This handy studio reference breaks down the core concepts into easy to understand segments and teaches you the why in addition to the how Using application agnostic step by step tutorials this book teaches you how to model pose and texture your creations as well as scenery creation animation and rendering Learn which a About the Author Ami has been dabbling in computer graphics since she was a child She co founded Geekatplay Studio through which several award winning images and animations were released In September of 2007 the Geekatplay team started releasing video tutoria

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