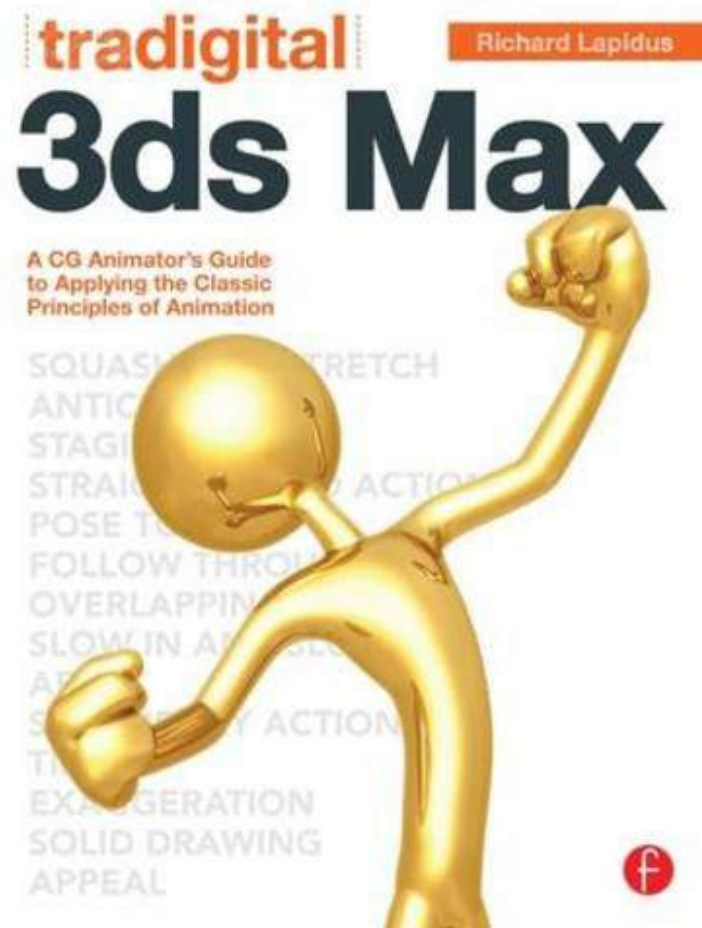


Tradigital 3ds Max: A CG Animator's Guide to Applying the Classic Principles of Animation

By Richard Lapidus



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the companion website that they invite to visit for many of the examples in this book doesn't exist So I took off one star 1 of 2 review helpful Perfect book to start By Frank W You couldn't pick a better book than this not only it tells you how to Finally bridge the gap between software specific instruction and the world of classical animation with this easy to utilize one of a kind reference guide With great relevance for today's digital workflows Richard Lapidus presents innovative 3ds Max controls to the classical principles of animation like squash and stretch anticipation staging and more Move beyond these fundamental techniques and explore both the emotion and technical sides of animation with chara About the Author Richard is a Tenured Associate Professor and Lead Animation Instructor with Moraine Valley Community College Since 2005 he has worked as an Authorized Autodesk Certified Instructor for 3ds max Richard has worked at Art Institute in Ft Lauder

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