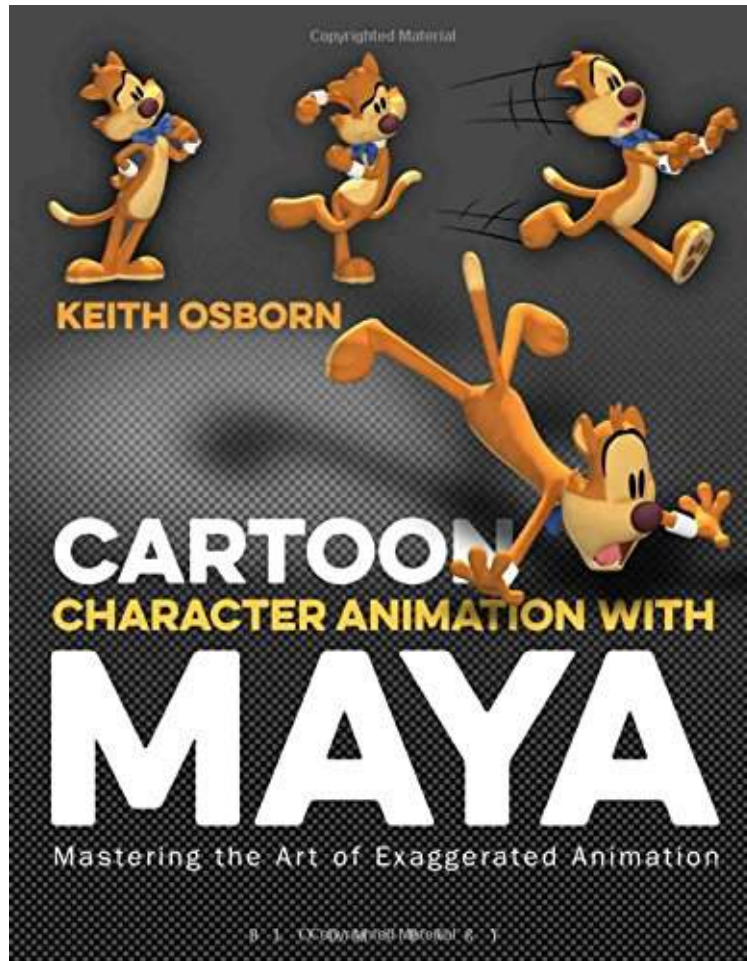


Cartoon Character Animation with Maya: Mastering the Art of Exaggerated Animation (Required Reading Range)

Cartoon Character Animation with Maya: Mastering the Art of Exaggerated Animation (Required Reading Range)

By Keith Osborn



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Animation (Required Reading Range):

5 of 5 review helpful The interviews added between the chapters are a nice filler Keith Osborn described his workflow from step By Joan d Audiffret I was looking forward to this book unfortunately this turned out to be disappointing Anyone with a couple of semester from IAnimate or animation mentor under their belt will benefit little This is a very superficial overview of a complex subject The interviews added Have you ever wanted to try your hand at cartoony computer animation Then look no further hellip Cartoon Character Animation with Maya will help you create just that guiding you through every step of the process including how to incorporate multiple limbs smears motion lines and staggers seamlessly into your animation From planning to posing to polish you ll learn how to make the most of breakdowns take the terror out of tangent types and overcom ldquo hellip you don rsquo t need to be a Maya pro to get a lot from the book indeed the advice presented here can be application to most CG animation software but when it does touch on specifics hellip it rsquo s done so in a clean and informed way

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