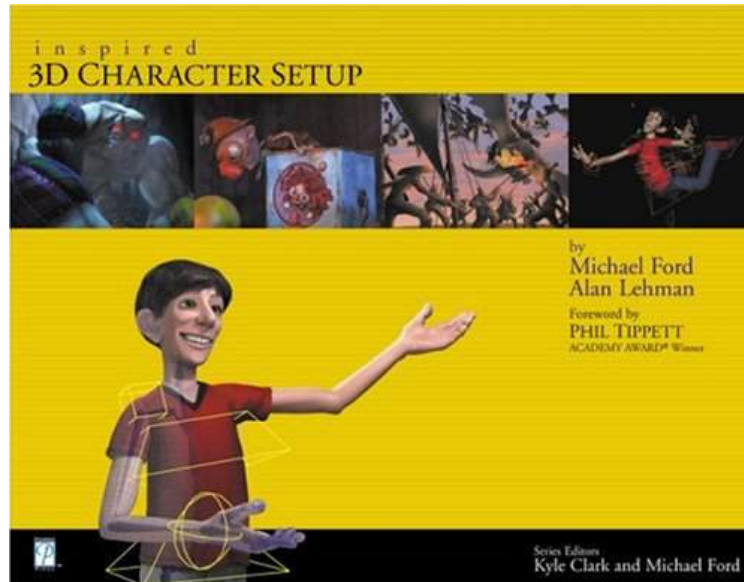



Inspired 3D Character Setup

By Michael Ford, Alan Lehman



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8 of 12 review helpful This book should have stated that it is MAYA specific By T Jung Hard for me to rate this book while the presentation is very good with real world application and opinions on the CG industry the material jumps around too often with no apparent cohesive to follow for one example to another It does present very good information on rigging characters but as I mentioned it really needed organization o Written by working professionals in the visual effects industry this book is a guide to building functional characters in the digital environment You will explore the concepts and theories of creating and maintaining efficient and intuitive skeletal control systems for your 3D characters Interwoven within the book are thought provoking and informative interviews with industry heavyweights stunning visuals and step by step tutorials that allow you to explore and expa About the Author Michael Ford is a Lead Technical Animator at Sony Imageworks and is co founder of Animation Foundation He began his career as a digital artist after graduating from UCLA School of Design and has since worked on numerous feature and commercial p

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