



3D Animation: From Models To Movies

Adam Watkins

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Creating professional-quality graphics and animations requires a combination of artistic and technical talent; but even before you can put these skills to work, you need a solid understanding of the digital 3D world. With the hands-on instruction provided here you learn how to master the 3D world, and apply this understanding to the art of animation. Written for designers and students just beginning in animation, 3D Animation: From Models to Movies provides concise coverage of the fundamentals of 3D to ensure that learning animation is a smooth and enjoyable journey. If you are already working in 3D, taking a course, or just want to hone your skills, this is the right resource for you. Through a variety of practical tutorials, you will learn everything from understanding 3D to modeling, rendering, texturing, lighting, and animation. The tutorials use a variety of projects and programs to illustrate the techniques. Maxon Cinema4D XL v6, Strata StudioPro 3D, and NewTek LightWave v6 are the primary programs used, but the techniques covered can be easily applied to other professional-quality programs including Animation:Master, 3D Studio Max, Maya, or SoftImage. So even if you are not using one of the three primary programs covered, you will be able to apply the skills you learn to your program of choice.

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