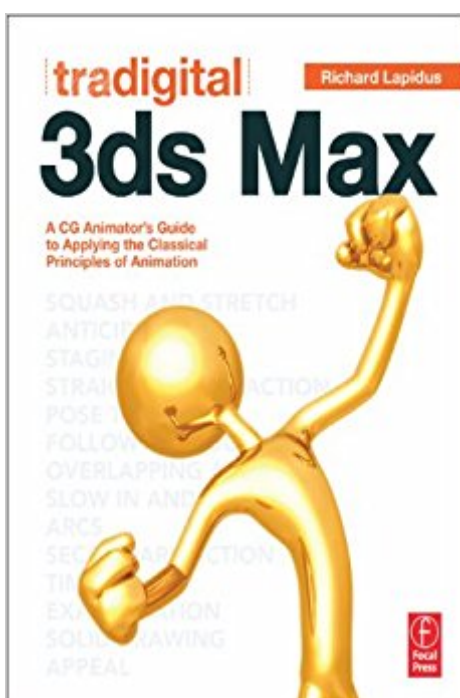The book was found

Tradigital 3ds Max: A CG Animator's Guide To Applying The Classical Principles Of Animation

Synopsis

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 character appeal and rigging. Features a robust companion web sites that include demonstrations, project files, links to further resources, available at www.tradigital3dsmax.com.

Book Information

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Customer Reviews

Although I find this book very useful, the companion website that they invite to visit for many of the examples in this book, doesnt exist. So I took off one star.

You couldn't pick a better book than this, not only it tells you how to do it, it also shows pictures to guide you. To be honest... it is much better than the tutorials in Autodesk 3ds Max software provided and it save me less time finding the tools since this book highlight the locations of the tools in the tutorials! The way the software presented was mainly focused on people who already have experience with the software and knows where the tools are. I understand their tutorials clearly AFTER I have gone through this book.I was also taught by the author, I couldn't pick a better teacher!He is currently teaching in Moraine Valley Communality College (Illinois) so if you want to learn (and have fun) this is the guy you should go to! He makes everything so simple and straightforward that make this software enjoyable and less overwhelming to learn."It was always just one button." Richard Lapidus

This book has all the basics to get started in the world of CGI animation. The chapters are well organized and the writing is clear and concise. Each chapter is broken down by key concepts - how objects move, animating different parts of the body, speed and direction and helpful tricks. The pictures are in full color and the author frequently includes screen shots, which I found very helpful. The step-by-step guides in each chapter also allow a beginner like myself to follow along and make sure everything is done correctly to achieve consistent results.If you have already taken courses in CGI or are more familiar with the program, this may not be the book for you. However, if you're just getting started I would highly recommend this book.

ISBN 0240817303 (Tradigital 3ds Max: A CG Animator's Guide to Applying the Classic Principles of Animation) is the simplest possible step-by-step tutorial for anyone who wants to begin learning animation starting from the basics by illustrated examples using the 3ds Max software. It does not explain the basics of 3D nor perspective that belong to the 3D modelling part of 3ds Max, and can be found in similar books like "3D Motion Graphics for 2D Artists: Conquering the Third Dimension" under ISBN: 0240815335, and also by Focal Press. Almost all examples are illustrated by full or partial screen snapshots of the program part being explained. This title shares many similarities with the introductory part of the industry standard "Inside AutoCAD", and it is equally useful.The book is perfect for readers seeking easy access to the subject. The content is clear and self-explanatory. There is not much to read, but to browse through the illustrations in color only, and accompanied by supporting text almost always shorter than a page. Almost all tutorial pages contain one or more illustrations. The book - like all published by Focal Press - is very well done graphically and soft-bound. Every illustration is perfect. The quality of printing on semi-glossy paper is superb. The

cover is coated, stain resistant, and strong.

3ds Max can be challenging to master. Richard has first hand knowledge of the software and helps a beginner apply the 12 principles of animation through 3ds Max controls.Animators will learn how to make the camera an integral participant in the scene and use overlapping motion to create more realistic animation. It will also help enhance the flow of an animator's projects by teaching how to use the graphic editors. There is a companion website to the book that offers tutorials and projects, and flash videos that show the click-throughs. Ready made models are also available on the website to practice the techniques outlined in the book.The Chapters in the book cover the following subjects: Working with keys and Dope sheet; movement of living objects and using the tools to access curves, create repetitive motion and adjust timing of motion; Deforming objects; Using ragdoll with biped; Use of overlapping action, weight and drag; Freeform animation; Camera as part of scene; Head and eye animation; Secondary motion; Animating with Morph Modifier; Automating motion and controlling timing; Animated visibility - parametric slicing, slice modifier etc.The illustrations are pretty helpful and will be useful for a beginner who has some familiarity with animation. However, as is the case with any such book, one has to dig deeper to really learn the subject. This book provides a good springboard to start learning.

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