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ANIMATION METHODS: THE ONLY BOOK YOU LL EVER NEED (PAPERBACK)



Createspace Independent Publishing Platform, United States, 2012. Paperback. Condition: New. Language: English. Brand New Book ***** Print on Demand *****.Whether you want to become a professional or just make your own animated movies and games. This book will show you all of the methods used in a studio environment for specifically doing 3D Character Animation. This is a step-by-step guide for learning Maya, animation tools, how to get into the industry, demo reel, interview process, body animation, facial animation,...

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- Authored by David Rodriguez
- Released at 2012



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