Character Emotion In 2d And 3d Animation

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Making a Game Demo Chad Gregory Walker 2005 Making a Game Demo: From Concept to Demo Gold provides a detailed and comprehensive guide to getting started in the computer game industry. Written by professional game designers and developers, this book combines the fields of design, art, scripting, and programming in one book to help you take your first steps toward creating a game demo.Discover how the use of documentation can help you organize the game design process; understand how to model and animate a variety of objects, including human characters; explore the basics of scripting with Lua; learn about texturing, vertex lighting, light mapping, motion capture, and collision checking.The companion CD contains all the code and other files needed for the tutorials, the Ka3D game engine, the Zax demo, all the images in the book, demo software, and more!

Character Animation Fundamentals Steve Roberts 2012-09-10 Expand your animation toolkit and remain competitive in the industry with this leading resource for 2D and 3D character animation techniques. Apply the industry's best practices to your own workflows and develop 2D, 3D and hybrid characters with ease. With side by side comparisons of 2D and 3D character design, improve your character animation and master traditional principles and processes including weight and balance, timing and walks. Develop characters inspired by humans, birds, fish, snakes and four legged animals. Breathe life into your character and develop a characters personality with chapters on acting, voice-synching and facial expressions. Expertly integrate core animation techniques with your software of choice featuring step-by-step tutorials, highlighting 3ds Max, Maya and Blender workflows. Adapt the tips, tricks and techniques for unique projects like character design for rotoscoping and motion capture. Advance beyond the fundamentals of 2D and 3D character animation with the companion website which includes short demonstration movies, 2D and 3D exercises and fully rigged character models.

Animation Facts On File, Incorporated 2010 Guides students on the path to a career working in the field of animation. Job profiles include animators, college professors, directors, and editors.

Identity in Animation Jane Batkin 2017-02-17 Identity in Animation: A Journey into Self, Difference, Culture and the Body uncovers the meaning behind some of the most influential characters in the history of animation and questions their unique sense of who they are and how they are formed. Jane Batkin explores how identity politics shape the inner psychology of the character and their exterior motivation, often buoyed along by their questioning of ‘place’ and ‘belonging’ and driven by issues of self, difference, gender and the body. Through this, Identity in Animation illustrates and questions the construction of stereotypes as well as unconventional representations within American, European and Eastern animation. It does so with examples such as the strong gender tropes of Japan’s Hayao Miyazaki, the strange relationships created by characters and Disney’s fascinating representation of self and society. Identity in Animation is an ideal book for students and researchers of animation studies, as well as any media and film studies students taking modules on animation as part of their course.

Facial Expression Recognition and Computing: An Interdisciplinary Perspective Ke Zhao 2022-06-23

Character Emotion in 2d and 3d Animation Les Pardew 2008 This book "shows artists, designers, and animators how to add drama and emotion to their work through simple human observation and basic animation techniques, providing the tools and step-by-step instructions for incorporating emotion into animation. Discover how to see emotion in life and apply it to your drawings; explore reactions, emotional states, and transitions in body language; learn how to animate life-like facial expressions; create dramatic effect through timing, lighting, and 3D set; and more. Learn how to create truly great animation that catches the eye and captures the heart of your audience with Character Emotion in 2D and 3D Animation..... - back cover.

Perspective on Design Daniel Raposo 2019-11-23 This book presents the outcomes of recent endeavors that are expected to foster significant advances in the areas of communication design, fashion design, interior design, and product design, as well as overlapping areas. The fourteen chapters highlight carefully selected contributions presented during the 6th EIMAD conference, held on February 22–23, 2018 at the School of Applied Arts, Campus da Talagueira, in Castelo Branco, Portugal. They report on outstanding advances that offer new theoretical perspectives and practical research directions in design, and which are aimed at fostering communication in a global, digital world, while also addressing key individual and societal needs.

Learning by Playing, Game-based Education System Design and Development Maiga Chang 2009-07-31 With the widespread interest in digital entertainment and the advances in the technologies of computer graphics, multimedia and virtual reality technologies, the new area of "Edutainment" has been accepted as a union of education and computer entertainment. Edutainment is recognized as an effective way of learning through a medium, such as a computer, software, games or AR/VR applications, that both educates and entertains. The Edutainment conference series was established and followed as a special event for the new interests in e-learning and digital entertainment. The main purpose of Edutainment conferences is the discussion, presentation, and information exchange of scientific and technological developments in the new community. The Edutainment conference series is a very interesting opportunity for researchers, engineers, and graduate students who wish to communicate at these international annual events. The conference series includes plenary invited talks, workshops, tutorials, paper presenta- tion tracks, and panel discussions. The Edutainment conference series was initiated in Hangzhou, China in 2006. Following the success of the first (Edutainment 2006 in Hangzhou, China), the second (Edutainment 2007 in Hong Kong, China), and the third events (Edutainment 2008 in Nanjing, China), Edutainment 2009 was held August 9–11, 2009 in Banff, Canada. This year, we received 116 submissions from 25 different countries and regions - cluding Austria, Canada, China, Denmark, Finland, France, Germany, Greece, Hong Kong, Italy, Japan, Korea, Malaysia, Mexico, The Netherlands, Norway, Portugal, Singapore, Spain, Sweden, Switzerland, Taiwan, Trinidad and Tobago, UK, and USA.
Focus On: 100 Most Popular 2010s Fantasy Films
Wikipedia contributors
The Filmmaker's Guide to Visual Effects
Eran Dinur 2017-03-27
The Filmmaker’s Guide to Visual Effects offers a practical, detailed guide to visual effects for non-VFX specialists working in film and television. In contemporary filmmaking and television production, visual effects are used extensively in a wide variety of genres and formats to contribute to visual storytelling, help deal with production limitations, and reduce budget costs. Yet for many directors, producers, editors, and cinematographers, visual effects remain an often misunderstood aspect of media production. In this book, award-winning VFX supervisor and instructor Eran Dinur introduces readers to visual effects from the filmmaker’s perspective, providing a comprehensive guide to conceiving, designing, budgeting, planning, shooting, and reviewing VFX, from pre-production through post- production. The book, aimed at filmmakers and producers of animation, live-action, and hybrid projects, helps readers learn the fundamentals of VFX, including building models, creating sets and props, the mechanics of movements, filming postproduction, and how to set about finding that elusive job in a modern studio. Key Features: Interviews with current stars, step-by-step examples, coverage of Rapid Prototyping and Dragonframe Software
Articulated Motion and Deformable Objects
Francisco José Perales 2014-06-25
This book constitutes the refereed proceedings of the 8th International Conference on Articulated Motion and Deformable Objects, AMDO 2014, held in Palma de Mallorca, Spain, in July 2014. The 18 papers presented were carefully reviewed and selected from 37 submissions. The conference dealt with the following topics: geometric and physical deformable models; motion analysis; articulated models and animation; modeling and visualization of deformable models; deformable model applications; motion analysis applications; single or multiple human motion analysis and synthesis; face modeling; facial animation; motion recovery and recognition models; virtual and augmented reality; haptics devices; biometric techniques.
Applications of Declarative Programming and Knowledge Management
Dietmar Seipel 2005-04-01
This volume contains a selection of papers presented at the 15th International Conference on Applications of Declarative Programming and Knowledge Management, AиK 2004, and the 18th Workshop on Logic Programming, WLP 2004, which were held jointly in Potsdam, Germany, from March 4th to 6th, 2004. Declarative programming is an advanced paradigm for the modeling and solving of complex problems. This speciﬁcation method has become more and more attractive in recent years, for example, in the domains of databases, for the processing of natural language, for the modeling and processing of combinatorial problems, and for establishing knowledge-based systems for the Web. The AиK conferences provide a forum for intensive discussions of applications of important technologies around logic programming, constraint problem solving, and closely related advanced software. They comprehensively cover the impact of programmable logic solvers in the Internet society, its underlying te- nologies, and leading-edge applications in industry, commerce, government, and social services. The Workshops on Logic Programming are the annual meeting of the Society for Logic Programming (GLP e.V.). They bring together researchers interested in logic programming, constraint programming, and related areas like databases and artiﬁcial intelligence. Previous workshops have been held in Germany, A- tria, and Switzerland. The topics of the selected papers of this year’s joint conference concentrate on three currently important ﬁelds: knowledge management and decision support, constraint programming and constraint solving, and declarative programming and Web-based systems.
Intelligent Automation and Computer Engineering
Oscar Castillo 2010-07-17
A large international conference in Intelligent Automation and Computer Engineering was held in Hong Kong, March 18-20, 2009, under the auspices of the International MultiConference of Engineers and Computer Scientists (IMECS 2009). The IMECS is organized by the International Association of Engineers (IAENG). Intelligent Automation and Computer Engineering contains 37 revised and extended research articles written by prominent researchers participating in the conference.

Character Animation: 2D Skills for Better 3D
Steve Roberts 2012-08-06
Improve your character animation with a mastery of traditional principles and processes including weight and balance, timing, walks, birds, fish, snakes, four legged animals, acting and lip-synch. Traditional animation skills and techniques are presented in both 2D and 3D space. The companion CD features demonstration animations and exercises conducted in each of the major animation packages including 3ds Max, LightWave, Maya, and XSI Softimage.

Lightwave 3D 8 Cartoon Character Creation
Jonny Gorden 2004-09
This book provides information and techniques on computer animation using LightWave 3D to create cartoon characters.

Focus On: 100 Most Popular American 3D Films
Wikipedia contributors
Lasseter is a revolutionary figure in animation history and one of today's most important filmmakers. Lasseter's accomplishments emerged from a unique blend of technical skill and artistic vision, as well as a passion for working with collaborators. In addition, Neupert traces the director's career arc from the time Lasseter joined Pixar in 1984. As Neupert shows, Lasseter's ability to keep a foot in both animation and CGI allowed him to thrive in an unconventional corporate culture that valued creative interaction between colleagues. The ideas that emerged built an animation studio that updated and refined classical Hollywood storytelling practices—and changed commercial animation forever.

MOVING CAMERAS AND LIVING MOVIES
STEVE ESOMBA, Dr.
Focus On: 100 Most Popular 2010s Comedy-drama Films
Wikipedia contributors
Stop Motion: Craft Skills for Model Animation
Susannah Shaw 2017-01-06
Stop motion animation is a challenging and time-consuming skill that requires patience, adaptability, and a close eye to detail. Stop Motion: Craft Skills for Model Animation, 3rd Edition is the essential guide to help stop motion animators overcome these challenges of this highly-skilled craft. Author Susannah Shaw provides a step-by-step guide to creating successful stop motion films. Starting with some basic techniques, readers will learn the production process, shooting, editing, and post-production workflows, and how to set about finding that elusive job in a modern studio. Key Features: Interviews with current stars, step-by-step examples, coverage of Rapid Prototyping and Dragonframe Software
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Topics covered include artificial intelligence, decision supporting systems, automated planning, automation systems, control engineering, systems identification, modelling and simulation, communication systems, signal processing, and industrial applications. Intelligent Automation and Computer Engineering offers the state of the arts of tremendous advances in intelligent automation and computer engineering and also serves as an excellent reference text for researchers and graduate students, working on intelligent automation and computer engineering.

**Acting and Performance for Animation** Derek Hayes 2013-03-05 Character animation involves more than the principles of animation and the mechanics of motion. Unique, believable characters that think, feel and captivate your audience are ones that involve emotion, personality, action and story. Successful animators balance all of these elements within a single character and narrative. With Acting and Performance for Animation, discover how to create dynamic, dramatic performances and believable character interaction. An invaluable resource for animators, Acting and Performance for Animators is a practical guide to the variety of performance-related skills relevant to animators. Develop your own performance techniques with chapters detailing the principles of performance, performance types, character emotion and personality, physical and psychological performance, and scene composition. Analyze scripts, sound, action, and performance with the practical hints and tips, hands-on assignments and animated examples featured in an extensive guide for animators working in film, TV, games and commercials. Explore different performance techniques based upon the experiences of seasoned animators with case studies featuring John Lasseter, Ray Harryhausen, Nick Park, Joanna Quinn. Expand your own performance techniques with the accompanying DVD which will feature live action reference shorts, production stills, animated examples, and further hands-on assignments.

**Character Animation in 3D** Steve Roberts 2004-06-16 Improve your animation by fully understanding the key skills before using a computer! Intelligent Virtual Agents Jonathan Gratch 2006-08-10 This book constitutes the refereed proceedings of the 6th International Workshop on Intelligent Virtual Agents, IVA 2006. The book presents 24 revised full papers and 11 revised short papers together with 3 invited talks and the abstracts of 19 poster papers. The papers are organized in topical sections on social impact of IVAs, IVAs recognizing human behavior, human interpretation of IVA behavior, embodied conversational agents, characteristics of nonverbal behavior and more.

**Applying 2D Japanese Super-Deformed Character to Traditional American Animation** Junyu Zhu 2015 This project explores how to apply 2D Super Deformed style character expressions from traditional Japanese 2D animation to 3D animated characters. After analyzing Japanese 2D animations including Naruto, Sailor Moon, Fairy Tail and Dragon Ball Z, specific characteristics for each of the six emotions were determined. These characteristics were used to design 3D versions of those emotions and then they were applied to a normal 3D character in six separate animations. Keywords: Super-Deformed cartoon character, Exaggerated Animation, baby schema, Emotion, Facial expression.

**Emotion in Animated Films** Meike Uhrig 2018-10-01 Ranging from blockbuster movies to experimental shorts or documentaries to scientific research, computer animation shapes a great part of media communication processes today. Be it the portrayal of emotional characters in moving films or the creation of controllable emotional stimuli in scientific contexts, computer animation’s characteristic artificiality makes it ideal for various areas connected to the emotional: with the ability to move beyond the constraints of the empirical “real world,” animation allows for an immediate freedom. This book looks at international film productions using animation techniques to display and/or to elicit emotions, with a special attention to the aesthetics, characters and stories of these films, and to the challenges and benefits of using computer techniques for these purposes.

**Hybrid Animation** Tina O’Hailey 2012-11-12 Artist imaginations continue to grow and stretch the boundaries of traditional animation. Successful animators adept and highly skilled in traditional animation mediums are branching out beyond traditional animation workflows and will often use multiple forms of animation in a single project. With the knowledge of 3D and 2D assets and the integration of multiple animation mediums into a single project, animators have a wealth of creative resources available for a project that is not limited to a specific animation medium, software package or workflow processes. Enhance a poignant scene by choosing to animate the scenic background in 2D while the main character is brought to life with 3D techniques. Balance the budget demands of a project by choosing to integrate a 2D or 3D asset to save time and expense. Choose which medium Hybrid Animation, learn the systematic development of the 2D and 3D assets and the issues surrounding choices made during the creative process.

**Acting and Character Animation** Rolf Giesen 2017-07-28 Animation has a lot to do with acting. That is, character animation, not the standardized, mechanical process of animation. Acting and animation are highly creative processes. This book is divided into two parts: From film history we learn about the importance of actors and the variety of acting that goes into animation; then, we will turn to the actor’s point of view to describe the various techniques involved. Through exercises, research, and interviews with people ranging from the late Ray Harryhausen, Jim Danforth, Joe Letteri, and Bruno Bozzetto, this book will be the primary source for animators and animation actors.

**Animation from Pencils to Pixels** Tony White 2012-09-10 Just add talent! Award-winning animator Tony White brings you the ultimate book for digital animation. Here you will find the classic knowledge of many legendary techniques revealed, paired with information relevant to today’s capable, state-of-the-art technologies. White leaves nothing out. What contemporary digital animators most need to know can be found between this book’s covers - from conceptions to creation and through all the many stages of the production pipeline to distribution. This book is intended to serve as your one-stop how-to animation guide. Whether you’re new to animation or a veteran, you will find that here you will find the killer professional advice that will strengthen your work and well-roundedness as an animator. Speaking from experience, White presents time-honored secrets of professional animation with a warm, masterly, and knowledgeable approach that has evolved from over 30 years as an award-winning animator/director. The book’s enclosed CD-ROM presents classic moments from animation’s history through White’s personal homage to traditional drawn animation, "Endangered Species." Using movie clips and still images from the film, White shares the ‘making of’ journal of the film, detailing each step, with scene-by-scene descriptions, technique by technique. Look for the repetitive stress disorder guide on the CD-Rom, called, "Mega-hurts." Watch the many movie clips for insights into the versatility that a traditional, pencil-drawn approach to animation can offer.

**The Art of VIVO** Ramin Zahed 2021-08-31 The official behind-the-scenes companion book to VIVO, the first-ever musical from the Academy Award-winning studio Sony Pictures Animation, coming to Netflix this Summer. The Art of VIVO will give readers a behind-the-scenes look at VIVO, the first-ever musical from Sony Pictures Animation, including exclusive concept art, character designs, storyboards and commentary from the award-winning filmmaking team. VIVO will be released in over 190 countries on Netflix this summer. VIVO follows a one-of-kind kinkajou (aka a rainforest “honey bear”), who spends his days playing music to the crowds in a lively Havana square with his beloved owner Andrés. Though they may not speak the same language, Vivo and Andrés are the perfect duo through their common love of music. But when tragedy strikes shortly after Andrés receives a letter from the famous Marta Sandoval, inviting her old partner to her farewell concert in Miami with the hope of reconnecting, it’s up to Vivo to deliver a message that Andrés never could: A love letter to Marta, written long ago, in the form of a song. Yet in order to get to the distant shores of Miami, Vivo will need to accept the help of Gabi—an energetic tween who bounces to the beat of her own offbeat drum. VIVO is an exhilarating story about gathering your courage, finding family in unlikely friends, and the belief that music can open you to new worlds. The Art of VIVO offers readers insight into how this design aesthetic for the film was developed and how animators take inspiration from real-world locales to bring songs to animated characters.
life. This is an essential addition to any animation fan’s library.

**Affective Computing** Jimmy Or 2008-05-01 This book provides an overview of state of the art research in Affective Computing. It presents new ideas, original results and practical experiences in this increasingly important research field. The book consists of 23 chapters categorized into four sections. Since one of the most important means of human communication is facial expression, the first section of this book (Chapters 1 to 7) presents a research on synthesis and recognition of facial expressions. Given that we not only use the face but also body movements to express ourselves, in the second section (Chapters 8 to 11) we present a research on perception and generation of emotional expressions by using full-body motions. The third section of the book (Chapters 12 to 16) presents computational models on emotion, as well as findings from neuroscience research. In the last section of the book (Chapters 17 to 22) we present applications related to affective computing.

**Life-Like Characters** Helmut Prendinger 2013-03-09 For the first time, a comprehensive collection of the latest developments in scripting and representation languages for life-like characters. The text introduces toolkits for authoring animated characters which further supports the practicality and ease of use of this new interface technology. As life-like characters is a vibrant research area, various applications have been designed and implemented. The text covers the most successful and promising applications, ranging from product presentation and student training to knowledge integration and interactive gaming. It also discusses the key challenges in the area and provides design guidelines for employing life-like characters.

**Hybrid Animation** Tina O’Hailey 2012-11-12 Artist imaginations continue to grow and stretch the boundaries of traditional animation. Successful animators adopt and highly skilled in traditional animation mediums are branching out beyond traditional animation workflows and will often use multiple forms of animation in a single project. With the knowledge of 3D and 2D assets and the integration of multiple animation mediums into a single project, animators have a wealth of creative resources available for a project that is not limited to a specific animation medium, software package or workflow process. Enhance a poignant scene by choosing to animate the scenic background in 2D while the main character is brought to life with 3D techniques. Balance the budget demands of a project by choosing to integrate a 2D or 3D asset to save time and expense. Choose which medium Hybrid Animation, learn the systematic development of the 2D and 3D assets and the issues surrounding choices made during the creative process.

**Inspired 3D Character Animation** Kyle Clark 2002 Clark's book takes an in-depth look at the methods and technology that professionals use to create realistic and believable characters using computer technology.

**Careers in Focus** Facts On File, Incorporated 2010 Defines various careers in cartoon animation, including educational or training requirements, ways to get started, advancement possibilities, salary figures, and more.

**Disney Animation** Frank Thomas 1987-12-01 A must for collectors and fans of all ages, this is the most exciting, comprehensive, and thorough examination of what the Disney magic is all about. More than 2,700 illustrations, 489 in full color.

**Game Design Essentials** Briar Lee Mitchell 2012-03-05 An easy-to-follow primer on the fundamentals of digital game design. The quickly evolving mobile market is spurring digital game creation into the stratosphere, with revenue from games exceeding that of the film industry. With this guide to the basics, you'll get in on the game of digital game design while you learn the skills required for storyboarding, character creation, environment creation, level design, programming, and testing. Teaches basic skill sets in the context of current systems, genres, and game-play styles. Demonstrates how to design for different sectors within gaming including console, PC, handheld, and mobile. Explores low-poly modeling for game play. Addresses character and prop animation, lighting and rendering, and environment design. Discusses the path from concept to product, including pre- and post-production. Includes real-world scenarios and interviews with key studio and industry professionals. With Game Design Essentials, you'll benefit from a general but thorough overview of the core art and technology fundamentals of digital game design for the 21st century.

**How Ethics Structures are Defined and Reinforced in Video Game Environments** Adam J. Thompson 2007

**A Guide to Computer Animation** Marcia Kuperberg 2002 Any questions you have about 2D or 3D animation in this new digital age are answered in this comprehensive guide for all budding digital animators, games artists and media production students. It is lavishly illustrated with inspirational colour throughout to show you what you can achieve. Whether you want to create moving digital imagery for TV, computer games, or new media you need to understand the production and creative processes, the constraints of each and how they fit together. Ensure you have all you need at your fingertips to compete in this fast-moving arena with this unique book and web package. www.guide2computeranimation.com provides the moving imagery outcomes of some of the animation discussed in the case studies chapter, where top FrameStore-CRC and 3 Ring Circus creatives give you their invaluable behind the scenes perspectives. In addition there are non-software specific 3D tutorials and direct links to a comprehensive range of related websites with further downloadable resources to make sure you stay up-to-date. Marcia Kuperberg is Deputy Head of the School of Media, Arts & Technology, West Herts College, UK. Contributions are also included from Martin Bowman, Rob Manton and Alan Peacock. * Clear coverage of the principles and techniques of digital animation, with step-by-step colour illustrations, to put you ahead of the rest. * Get the best from your software and hardware - understand the constraints and demands when creating for different media. * Expert advice and a huge range of resources to help you make the most of animation opportunities in TV, games, multimedia and web.