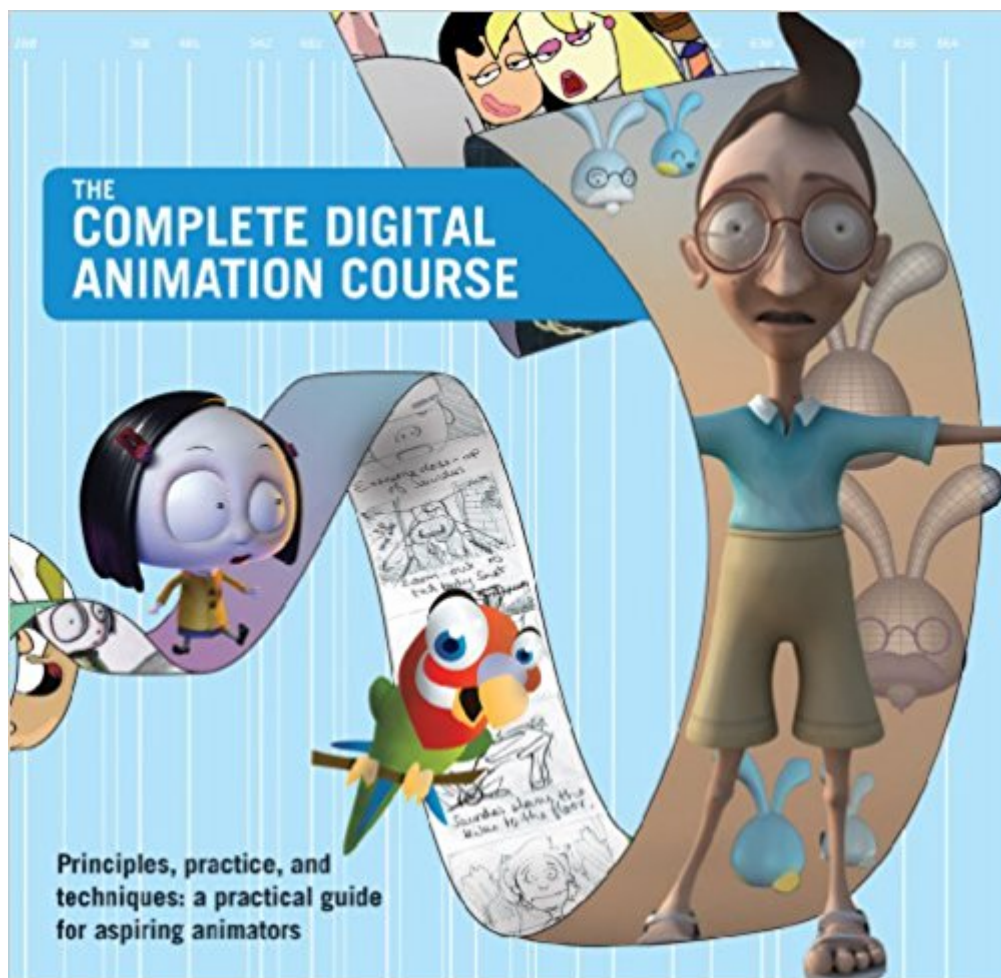The book was found

The Complete Digital Animation Course: Principles, Practices And Techniques: A Practical Guide For Aspiring Animators

Synopsis

This profusely illustrated book offers a basic course for beginners in the art and practice of digital animation. Step-by-step tutorials and projects teach students how to create animation for TV, movies, computer games, Web sites, and other media. Also covered is instruction in the art and craft of scriptwriting, creating 3D effects, voice recording, using background designs and maquettes, planning and shooting scenes, motion theory and animation, post-production, and promoting a finished work. The author also offers extensive advice to beginners on launching a career in digital animation. He includes tips from industry professionals, and advises on creating a showreel and portfolio, networking, and interviewing with prospective employers. The Complete Digital Animation Course will prove an essential reference guide for students and all others who are interested in the creative side of digital animation. More than 400 instructive color illustrations.

Book Information

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Customer Reviews

â œThis is an essential reference for students, teachers, or anyone interested in the creative side of the digital animation industry. . . . offers tips, trade secrets, and career adviceâ •   â •School Arts Magazine

(back cover)   This foundation course in the art and practice of digital animation is an essential reference for students and all others interested in the creative side of the industry.   Step-by-step tutorials, practical tasks, and assignments explain the entire animation process and allow you to practice newly learned techniques and processes. Create animation suitable for television, film,

computer games, Web sites, cell phones, and mp3 players, and get to know your way around the most commonly used 2D and 3D animation software. Interviews with professionals introduce different roles in the business to help you understand exactly how the industry works. Tips, trade secrets, and career advice will help you take your next steps in the animation industry. You'll have the necessary training to work for a small independent company, work freelance, or join one of the world's largest animation studios.   Andy Wyatt has worked in the animation industry for 20 years, during which time he has animated Teenage Mutant Ninja Turtles, run his own studio producing animation for television and the internet, directed major shows for the BBC, Teletoon, and Aardman, and has written and lectured on animation. He is now head of animation at University College, Falmouth, England. --This text refers to an out of print or unavailable edition of this title.

Thank you!.... Rapid Shipping.... No regrets whatsoever!

I teach 3D Animation at the Robert Morgan Educational Center in Miami, Florida. I use this text as a resource in my program. Although it doesn't go too in-depth, it does provide a brief introductory overview of the main topics relevant to the industry. I highly recommend it to anyone studying/teaching the subject.

Exceptional book!! Went perfectly with my animation course!

Software was easy to use. Slightly complicated for a kid.

Good book.

good condition

I have gone over this book as part of the curriculum for a recently revised animation course. Most of its content consists of articles in a two-page-spread format. This makes it easy to read, but it also makes it very light. The only lessons that deal with specific software are three one-page introductions to Flash, Toon Boom, and Maya. There is little detail about any of those programs. The reader is left on his/her own to find more useful information about them. Most articles suffer from the same lack of depth.Some articles can be used as lessons. The ones on general concepts like environment and character design are pretty good, but without a context to apply it to, readers

are left on their own to determine how to use the lesson in their chosen environment. For example, it is nice to know some basic principles about timing in a scene, but it is more useful to tell the student how to apply the principles in Maya, 3DS Max, Flash, or something. The book would have been more useful had the author chosen to focus on one software platform. This would have had less general appeal, but it might have been of more use to an aspiring animator. A more accurate title might have been A Digital Animation Overview. I am glad this is not the only book the committee chose for the course in question.

I think the earlier review is right that the book may lack details of any specific stages of creating animation. However, the book is intended to be an introductory text and it covers every major steps that are used in creating basic animations. The book is a fast-read and is especially informative for teenagers / amateurs who know nothing about animation and get a structured overview of the various stages of animation. Readers who are interested in techniques or improving their program-specific skills will find the content not adequate for meeting those purposes.

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