



3ds max 6 Animation: CG Filmmaking from Concept to Completion (Consumer)

Barrett Fox

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Bring your animation career to life with this one-of-a-kind guide illustrating in detail each step of production of a short film. Follow examples and situations proposed by the author designed to facilitate coverage of most aspects of CG animation, touching specifically on important areas such as contemporary character modeling, convincing body animation and dialog driven emotional facial animation. It also covers the creative areas of character design drawing, storyboards, and art direction.

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