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for 3D Modeling,
Rendering, and
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animation—now
updated! If you
want to do
character facial
modeling and
animation at the
high levels
achieved in
today's films
and games, Stop
Staring: Facial
Modeling and
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Edition, is for
you. While
thoroughly
covering the
basics such as
squash and
stretch, lip
syncs, and much
more, this new
edition has been
thoroughly
updated to
capture the very***

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professional
design
techniques, as
well as changes
in software,
including using
Python to
automate tasks.
Shows you how to
create facial
animation for
movies, games,
and more***

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***Provides in-
depth techniques
and tips for
everyone from
students and
beginners to
high-level
professional
animators and
directors
currently in the
field Features
the author's
valuable***

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*insights from
his own
extensive
experience in
the field Covers
the basics such
as squash and
stretch, color
and shading, and
lip syncs, as
well as how to
automate
processes using
Python Includes*

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projects from
the book,
models, and
textures Breathe
life into your
creations with
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by many studio
3D artists to be
the
quintessential
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animation.**

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*animation using
the characters
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files, artist
interviews, and
Maya Personal
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on the enclosed*

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***The Key to Fully
Understanding
the Basics of a
3D World***

***Prominently used
in games,
movies, and on
television, 3D
graphics are
tools of
creation used to
enhance how
material and***

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***Light come
together to
manipulate
objects in 3D
space. A game-
changer written
for the non-
technical mind,
Essential Skills
for 3D Modeling,
Rendering, and
Animation
examines the
complexities of***

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3D computer-generated art, and outlines the basics of how things work and are used in 3D. This text describes the three cornerstones of 3D-modeling, rendering, and animation; focuses on

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***common elements;
and provides a
full***

***understanding of
the foundational
concepts
involved.***

***Detailing the
skills and
knowledge needed
to become an
accomplished 3D
artist, it
includes step-by-***

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***step instruction
with ample
examples, and
allows absolute
beginners to
move at their
own pace. Master
Anything You Are
Tasked to Model
The author
incorporates
historical infor
mation—presentin
g a contextual***

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*understanding of
the various
techniques and
methodologies in
their historical
place. Each
chapter builds
on the
fundamentals of
3D computer
graphics and
augments skills
based on the
concepts,*

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*enabling the
student to learn
both theory and
application
simultaneously.
The book
highlights two
basic geometry
types, polygons
and NURBS
surfaces,
showing the
student basic
modeling*

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techniques with both. While more techniques are available, an artist can cover any model by grasping these basic techniques.

Supplies examples that are specifically taken from Autodesk Maya

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***Contains
exercises that
are meant to be
used in
conjunction with
the training
videos on the
website Includes
a documented
history of
computer
graphics
Essential Skills
for 3D Modeling,***

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materials,***

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in your
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open source
3D creation***

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***software. With
a long history
and an
enthusiastic
community of
users, it is the
ideal choice
for almost any
kind of work
with 3D
modeling or
animation.***

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However, for new users, its power and flexibility can sometimes be daunting, and that's when you need this book! The book starts by showing you round the all-

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new Blender

2.8 user

interface.

***You'll look at
the most com
monly-used
options and
tools, such as
navigating in
3D and
selecting
objects. You***

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***will then use
and
manipulate
one of the
most
important
windows of the
interface, the
3D View. You'll
learn how to
use essential
tools for***

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3D modeling.
To give your
models the
feel of real-
world objects,
you'll learn
how to create
materials and
set up
surfaces.
You'll see how***

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***to use Physical
ly-Based
Rendering
(PBR), which
allows you to
craft realistic
surfaces such
as wood,
stone, and
metal. You will
also work with
Eevee, a new***

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render engine
in Blender.***

***You will see
how to add
motion to
objects,
making use of
Blender's
impressive 3D
animation
features.***

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***Finally, you'll
learn how to
create scenes
and organize
them for
rendering, and
later add titles
and effects
using built-in
Blender tools.
By the end of
the book, you***

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***will be able to
use Blender
2.8 new UI,
Create 3D
Models with
textures,
Animations,
and Render
them in real-
time using
Eevee. What
you will learn***

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and visualize
your 3D
objects in
BlenderUse
polygon
modeling tools
such as
extrude, loop
cut, and
moreApply
precision***

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like snapping
and the 3D
CursorRender
a scene using
the real-time
engine
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Eevee and
CyclesRender
a scene with***

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time
engine Use
PBR textures
to craft
realistic
surfaces such
as wood with
the Shader
Editor Add
motion and
animation*

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Create**

animation

loops using

curves and

modifiersWho

this book is for

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for anyone

interested in

taking their

steps with

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you're an
experienced
3D artists or
hobbyist, this
book will help
you with its
features.***

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hundreds of
sample
illustrations,***

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modeling of
the human
body takes
readers
through the
entire
modeling and
animation
process for
both male and***

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and is***

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containing
framework
files in various
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textures,
exercises to
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*and other
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free and open
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program for
computer
modeling and*

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contains all
the tools
necessary for
creating
models and
scenes that
may be made
into still
images or
animated
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*its predecessors,
the third
edition of The
Complete
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provides a*

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single, comprehensive, up-to-date source for using Blender. It introduces the Blender features with examples and diagrams referenced to the graphical user interface

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(GUI), the arrangement of windows and panels containing the controls for operating the program. In addition to revisions to match the most recent

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***version of
Blender, fresh
examples have
been added.
The contents
have been
organized into
a building-
block fashion,
presenting
basic subjects
such as***

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***textures and
lighting in the
early chapters
before
explaining
their roles in
more complex
techniques
such as fluid
and smoke
simulation in
later chapters.***

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The book also covers alterations that have been made to the GUI and significantly expands discussions of advanced features, enabling

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***veteran and
beginning
users to take
advantage of
the full
potential of
Blender. This
book also has
a companion
website, www.silverjb.limewebs.com,***

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***offering
supplementary
material for
using further
advanced
techniques
once the
concepts and
methods
presented in
the book have
been***

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***adequately
mastered.***

***These
techniques
include
fracturing,
building walls
or obstacles
that can be
demolished,
dynamic
painting, and***

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animation.

Blender is a

program in

constant

development,

with new

features being

added

progressively.

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edition of The

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process in
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basic and
advanced
capabilities of
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Maya 2e
Second
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2007, Rio de
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Human

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The Modeling

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introduces a new approach to creating autonomous characters. Cognitive modeling provides computer-animated characters with logic, reasoning, and planning skills.

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animation, automated cinematography, and a real-time computer game. Source code, animations, image 3D Modeling and Animation: Synthesis and Analysis

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is useful to students, researchers, software developers and content generators.

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Maya is the industry-leading 3D animation and effects software used in movies, special effects, games, cartoons, short films, commercials, etc. Complex and difficult to learn, the new Maya 2010 features updates to modeling, animation, dynamics, and rendering modules.

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This invaluable book offers hands-on introduction to the tools and techniques of this fascinating software. This extraordinary, full-color book presents you with clear step-by-step instructions to projects that enhance your understanding of the modeling and animation stages of

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production using files from the Yash Raj Films and Walt Disney Pictures feature film Roadside Romeo. You'll learn how to build models with a variety of surface types and then make them move with a range of animation techniques. Instructor-led tutorials are featured on the DVD

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that will help you grasp best practices from the beginning with the intent of avoiding unnecessary challenges further along in the process. Serves as the next step after you have gained a solid understanding of Maya and you're ready for 3D modeling and animation Explains

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polygon and NURBS
basics and walks you
through modeling a
body and head

Demonstrates how to
work with inverse
kinematics, blend
shapes, and apply and
animate constraints

Addresses animating
a complete scene,
working with lip
synching, and using
full body IK DVD

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includes clips from
Roadside Romeo,
artist interviews, and
instructor-led videos
This book-and-DVD
combo is essential for
3D modeling and
animation.

The essential
fundamentals of 3D
animation for aspiring
3D artists 3D is
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animation industry,
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Dissects core 3D
concepts including
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scenarios and
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as a 3D artist or simply
wish to expand your
understanding of
general CG principles,
this book will give you
a great overview and
knowledge of core 3D
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and the industry.

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3-D Human Modeling
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Create high-
quality 3D
animations and

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models by using the basic concepts and principles of 3D art presented by GeekAtPlay.com's Ami Chopine. This handy studio reference breaks down the core concepts into easy-to-understand

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segments and teaches you the 'why' in addition to the 'how.' Using application agnostic step-by-step tutorials, this book teaches you how to model, pose, and texture your creations as well as scenery

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animation, and
rendering. Learn
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you can get
started making
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field. The
companion
website includes

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Physics forms the basis for many of the motions and behaviors seen in

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both the real world and in the virtual worlds of animated films, visual effects, and computer games. By describing the underlying physical principles and then creating simulations based on these

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principles, these computer-generated worlds are brought to life. Physically Based Modeling and Animation goes behind the scenes of computer animation and details the mathematical and

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algorithmic foundations that are used to determine the behavior underlying the movement of virtual objects and materials. Dr. Donald House and Dr. John Keyser offer an

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approachable,
hands-on view of
the equations and
programming that
form the
foundations of this
field. They guide
readers from the
beginnings of
modeling and
simulation to
more advanced

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techniques,
enabling them to
master what they
need to know in
order to
understand and
create their own
animations

Emphasizes the
underlying
concepts of the
field, and is not

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is not tied to any particular software package, language, or API. Develops concepts in mathematics, physics, numerical methods, and software design in a highly integrated way,

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enhancing both motivation and understanding. Progressively develops the material over the book, starting from very basic techniques, and building on these to introduce topics of increasing

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complexity.

Motivates the topics by tying the underlying physical and mathematical techniques directly to applications in computer animation.

This book

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constitutes the
refereed
proceedings of the
Second Workshop
on Human Motion,
HumanMotion
2007, held in Rio
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October 2007 in
conjunction with
ICCV 2007. The 22
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presented were
carefully reviewed
and selected from
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topical sections on
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and limb tracking
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assume readers
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the fundamental
building blocks in
constructing new

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and Animation

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Foundations of
Physically Based
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Autodesk Maya
2010

Written by leaders
in the field of

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simulation, Cloth
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vital resource for
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developers of
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software as well
as computer
animators and

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nature and
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approaches to
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sculpture to this
exciting digital
canvas. 3-D
Human Modeling
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starts you off with
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then prepares you
for more
advanced

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creating and
animating 3-D
human models,
this updated Third
Edition now
features more
than 500 full-color
images that
detail, step by
step, the modeling
and animation
processes for both

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male and female figures. Most helpful of all, the included DVD features QuickTime tutorials tied to the modeling chapters and provides detailed color images from the chapters so

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you can get a quick start in bringing your visions to fruition! Step into the dynamic world of 3D animation. This book guides you through the many aspects of creating animation, such

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as building 3D models, creating textures, setting up environments, and rendering and editing the whole production. Along the way, you will pick up scores of useful tips. In addition, the book provides

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practitioners.
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3D Animation for
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Using Autodesk
Maya is a hands-
on academic
textbook as well
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has been
completely
rewritten to take
into account
updates to
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the reader to the
parts of Maya that
must be mastered
in order to create
complete 3D
projects, and thus
it simplifies the
process of taking

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on Maya's vast and intricate interface, while giving the reader a firm foundation on which to build future knowledge of Maya. It also presents brief examples of other popular 3D applications and

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Presents clear
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tutorials that link
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Includes access to
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ml. On this
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videos that cover
many of the
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that present
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is a Professor
Emeritus at the
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Boulder, where he
teaches 3D
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application of
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animator who serves on the board of directors of a 3D animation startup. Buzz has a B.A. in Mathematics from Occidental College, an M.S. and Ph.D. in Computer Science from the

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University of
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M.Div. from the
Ilf School of
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Features

Introduces critical
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animation process
Presents clear
and concise

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tutorials that link
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Character Creation:

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author, Chris

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expertise in the field and in the classroom that translates to the knowledge and solid teaching skills needed to make this book a "must-have"! The current trend in computer graphics is greater organic realism. Many of the top-grossing movies

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today, such as Spiderman, Lord of the Rings, Jurassic Park 3 , and Star Wars Episode 2, all feature realistic 3D characters. There is a major need in the 3D community for educational material that demonstrates detailed techniques for achieving this

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Magesh

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Taiwan. He is currently serving as the Director of Programs of the Engineering Design Graphics Division of the American Society for Engineering Education. He was a Frederick Andrews Fellow

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approved by
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