

Animation The Mechanics Of Motion Focal Press Visual Effects And Animation

Take an in-depth look at the art and techniques of stop-motion animation. The Advanced Art of Stop-Motion Animation helps experienced stop-motion artists enhance their craft by exploring the professional methods and advanced technology used by top film studios today. This book features expanded coverage of the basic principles of animation, including specific applications for character performance and visual effect compositing techniques. All the newest technology is touched on, including detailed information on camera rigs, effects, and shooting stop-motion in stereoscopic 3D. Discover new puppet building techniques, including the technology behind the rapid prototyping of computer models for stop-motion production. You'll even find a thorough history of early feature-length stop-motion films. The practical techniques and skills presented are enhanced by interviews with many of the most celebrated stop-motion artists as well as coverage of the work of several artists working in the online stop-motion community. Whether your focus is low-budget indie filmmaking or big studio productions, The Advanced Art of Stop-Motion Animation provides a comprehensive look at both the latest methods and the artists who are driving the revival of stop-motion animation.

Explore Disney's 12 principles of animation, while learning how to animate in Maya. You can develop your own leading digital techniques rooted to traditional workflows. From squash and stretch to timing and appeal, you will enhance your creative toolset with strong classics training and cutting

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edge techniques. Trusted Maya Authority, Lee Montgomery offers the only artistic guide to applying the principles of traditional animation with Maya's tools, which are used in production by the best animators and VFX artists today. Add another webpage to your favourites and expand your digital workflow to include the practical resources of the Tradigital Maya with the robust companion web site that include demonstrations, project files, links to further resources, available at www.tradigitalmaya.com.

Based on a world-class curriculum and cutting-edge industry practices, Stop Motion Filmmaking offers step-by-step instruction in everything from puppet making and studio set-up to animation and filmmaking. Reflecting exciting advancements in the medium, animator and educator Christopher Walsh focuses closely on digital filmmaking techniques, and offers specific instruction for creating 3D designed and printed puppet components as well as hand-crafted elements. The book is enriched by exclusive online content in the form of detailed tutorials and examples, and by dynamic sidebars and inserts. Further accented by interviews with leading professionals from both the independent and major studio worlds, Stop Motion Filmmaking is designed for dedicated students of the art form, and provides invaluable training for any serious artist who is driven to bring frame-by-frame worlds to life through puppet animation.

AnimationThe Mechanics of MotionTaylor & Francis

In a world that is dominated by computer images, alternative stop motion techniques like pixilation, time-lapse photography and down-shooting techniques combined with new technologies offer a new, tangible and exciting approach to animation. With over 25 years professional experience, industry veteran, Tom Gasek presents a comprehensive guide to stop motion animation without the focus on puppetry or model animation. With tips, tricks and hands-on exercises,

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Frame by Frame will help both experienced and novice filmmakers get the most effective results from this underutilized branch of animation. Practical insight and inspiration from leading filmmakers like PES (Western Spaghetti Creator, Time Magazine's #2 Viral Video of 2008), Dave Borthwick, of the Bolex Brothers and more! The accompanying website will include further content driven examples, indexes of stop motion software, a recommended film list and tools and resources for the beginner and intermediate stop motion artist, animators and filmmakers. Effective interface animation deftly combines form and function to improve feedback, aid in orientation, direct attention, show causality, and express your brand's personality. Designing Interface Animation shows you how to create web animation that balances purpose and style while blending seamlessly into the user's experience. This book is a crash course in motion design theory and practice for web designers, UX professionals, and front-end developers alike. A guide to the fundamental principles of animation covers figurative animation, timing, acting, design, animals in motion, sound synchronization, and technical issues.

To make great animation, you need to know how to control a whole world: how to make a character, how to make that character live and be happy or sad. You need to create four walls around them, a landscape, the sun and moon - a whole life for them. You have to get inside that puppet and first make it live, then make it perform. Susannah Shaw provides the first truly practical introduction to the craft skills of model animation. This is a vital book in the development of model animation which, following the success of Aardman's first full-length film, Chicken Run, is now at the forefront of modern animation. Illustrated in full colour throughout you are shown step by step how to create successful model animation. Starting with some basic exercises, you will learn about

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developing a story, making models, creating set and props, the mechanics of movement, filming, postproduction and how to set about finding that elusive first job in a modern studio. Susannah Shaw is Programme Development Manager for the Animated Exeter festival. She was head of the Bristol Animation Course from 1996 to 2000 at the University of the West of England and former camera assistant at Aardman (working on 'A Close Shave' among other films).

A guide to the theory, aesthetics, and techniques of animation features detailed instructions, projects, and discussions on such topics as basic movement, and digital ink and paint.

Understanding Motion Capture for Computer Animation discusses the latest technology developments in digital design, film, games, medicine, sports, and security engineering. Motion capture records a live-motion event and translates it into a digital context. It is the technology that converts a live performance into a digital performance. In contrast, performance animation is the actual performance that brings life to the character, even without using technology. If motion capture is the collection of data that represents motion, performance animation is the character that a performer represents. The book offers extensive information about motion capture. It includes state-of-the-art technology, methodology, and developments in the current motion-capture industry. In particular, the different ways to capture motions are discussed, including using cameras or electromagnetic fields in tracking a group of sensors. This book will be useful for students taking a course about digital filming, as well as for anyone who is interested in this topic. Completely revised to include

Online Library Animation The Mechanics Of Motion Focal Press Visual Effects And Animation

almost 40% new content with emphasis on RF and Facial Motion Capture Systems Describes all the mathematical principles associated with motion capture and 3D character mechanics Helps you budget by explaining the costs associated with individualized motion capture projects

Updated to include the most current techniques of computer animation, along with the theory and high-level computation that makes this book the best technically oriented animation resource.

Packed with step-by-step tutorials and inside tips and advice from professional animators, Stop-motion Animation is the ultimate handbook for anyone seeking to explore the exciting possibilities afforded by stopmotion animation. With its highly accessible approach and use of inspirational, bang up-to-date examples, the book is guaranteed to appeal to a hip new generation of recreational animators, as well as artists, photographers, and creatives of all stripes seeking new outlets for their creativity. Combining a winning formula of practical instruction and creative inspiration, Stop-motion Animation examines a wide range of stop-motion techniques, covering traditional forms such as claymation and cut-out animation, as well as innovative new techniques that use everyday items such as Lego and post-it notes. Engaging interview-style case studies explore the work of some of today's most exciting stop-motion practitioners, providing readers with an invaluable insight into their working processes, while detailed tutorials illustrate a range of both basic and more advanced techniques, from making a basic puppet to

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shooting with an iPhone. QR codes (readable from any smartphone) accompany each tutorial, linking directly to online videos which reveal the finished piece of animation, as well as to videos of digital tutorials which provide a moving screen capture. Readers will also learn easy post-production techniques for editing files and creating animated movies on both Macs and PCs.

Art in Motion is the first comprehensive examination of the aesthetics of animation in its many forms. It gives an overview of the relationship between animation studies and media studies, then focuses on specific aesthetic issues concerning flat and dimensional animation, full and limited animation, and new technologies. A series of studies on abstract animation, audiences, representation, and institutional regulators is also included.

First Published in 1990. Routledge is an imprint of Taylor & Francis, an informa company.

Stop-motion Animation teaches the skills required to develop as a creative stop-motion animator. It explores how all the elements of film-making - camera work, design, colour, lighting, editing, music and storytelling - come together in this unique art form. With advice on how to use the particular types of movement, characters and stories that typify stop-motion, this book is packed with tips and suggestions to help you get the most out of your stop-motion films, accompanied by illustrations and case studies demonstrating how film-making masters through the years have used it in feature films, short films and television. This second edition also introduces and explores two of the biggest innovations of recent

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years - at opposite ends of the industry. At the top-end, for film-makers with serious budgets, there is 3D printing in the creation of replacement parts for stop-motion characters while at the amateur/student end of the industry there are a variety of cheap, but effective, apps that can turn a smartphone into a mini stop-motion studio. The new edition also includes an extended project in each chapter, covering storytelling techniques, selecting an appropriate style, developing a character, set building and lighting, creating a performance and adding music. These projects combine to lead you through the creation of your first one-minute stop-motion animation.

A compilation of key chapters from the top MK computer animation books available today - in the areas of motion capture, facial features, solid spaces, fluids, gases, biology, point-based graphics, and Maya. The chapters provide CG Animators with an excellent sampling of essential techniques that every 3D artist needs to create stunning and versatile images. Animators will be able to master myriad modeling, rendering, and texturing procedures with advice from MK's best and brightest authors. Divided into five parts (Introduction to Computer Animation and Technical Background, Motion Capture Techniques, Animating Substances, Alternate Methods, and Animating with MEL for MAYA), each one focusing on specific substances, tools, topics, and languages, this is a MUST-HAVE book for artists interested in proficiency with the top technology available today! Whether you're a programmer developing new animation functionality or an animator trying to get the most out of

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your current animation software, Computer Animation Complete: will help you work more efficiently and achieve better results. For programmers, this book provides a solid theoretical orientation and extensive practical instruction information you can put to work in any development or customization project. For animators, it provides crystal-clear guidance on determining which of your concepts can be realized using commercially available products, which demand custom programming, and what development strategies are likely to bring you the greatest success. Expert instruction from a variety of pace-setting computer graphics researchers. Provides in-depth coverage of established and emerging animation algorithms. For readers who lack a strong scientific background, introduces the necessary concepts from mathematics, biology, and physics. A variety of individual languages and substances are addressed, but addressed separately - enhancing your grasp of the field as a whole while providing you with the ability to identify and implement solutions by category.

'The Animation Bible' covers every conceivable animation process and technique, explaining and exploring their use through case studies of eminent and cutting-edge animators of the past and present.

This practical book shows you how CSS transitions and animations provide a way to control how a property changes from one value to the next over time. You can make the property value change gradually, creating pleasant and hopefully unobtrusive effects. CSS transitions let you decide which properties to animate, how long to wait before the animation starts, how long the transition should take, and how

Online Library Animation The Mechanics Of Motion Focal Press Visual Effects And Animation

the transition will proceed—all of which are customizable. This book presents an analytic look at Animation, and especially at stop motion animation. There are many things that technological developments and the paradigm shift from the material to the work can make us fail to see and record, and thus be completely lost. This book is not intended to discuss historical or technical issues, but to analyse some animations from the point of view of their identity as creative and non-digital works. As expressions of art, these shorts stand out for their beauty, for their technical quality and for the messages they convey, so necessary nowadays. These shorts are: Neighbours (McLaren, 1952), De Janela Pro Cinema [Cinema From a Window] (Rodrigues, 1999), The Old Man and the Sea (Petrov, 2000), Adagio (Bardin, 2000) and Aria (Sapegin, 2001). The analyses were based on the concepts of semiotics, the simulacrum, the cinema, the theatre, the narrative and the communication theory. In this way, it is possible to verify how the aesthetic variety definitely interferes in the final result of the work, often visually contributing to “tell the story.” Despite this study resulting from academic research (a Master's Dissertation at Federal University of Rio de Janeiro, 2011) the text was revised to be pleasant and easy to read. The goal is to show the general public the universe of stop motion animation. And at the same time, to provide animators, students, teachers and researchers with another point of view on animated Art. The original text gave rise to more than seven articles published in Portuguese and Spanish, which are now collected and updated in this English language book.

A guide to stop-motion animation covers offers illustrated, step-by-step tutorials for drawing storyboards and creating sets, introduces a variety of stop-motion techniques, and showcases the work of professional animators.

The essential fundamentals of 3D animation for aspiring 3D

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artists 3D is everywhere--video games, movie and television special effects, mobile devices, etc. Many aspiring artists and animators have grown up with 3D and computers, and naturally gravitate to this field as their area of interest. Bringing a blend of studio and classroom experience to offer you thorough coverage of the 3D animation industry, this must-have book shows you what it takes to create compelling and realistic 3D imagery. Serves as the first step to understanding the language of 3D and computer graphics (CG) Covers 3D animation basics: pre-production, modeling, animation, rendering, and post-production Dissects core 3D concepts including design, film, video, and games Examines what artistic and technical skills are needed to succeed in the industry Offers helpful real-world scenarios and informative interviews with key educators and studio and industry professionals Whether you're considering a career in 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 Animation concepts and the industry. A recipe-based guide to give you practical information on Unity 5.x animation techniques and tools About This Book A straightforward and easy-to-follow format. A selection of the most important tasks and problems. Carefully organized instructions to solve problems efficiently. Clear explanations of what you did. Solutions that can be applied to solve real-world problems. Who This Book Is For This book is for Unity developers who have some exposure to Unity game development who want to learn the nuances of animation in Unity. Previous knowledge of animation techniques and mecanim is not necessary. What You Will Learn Importing animations to Unity Work with different animation assets and components Create, visualize, and edit animated creatures Animating game cut scenes Design character actions and expressions Create gameplay by animating characters and

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environments Use animations to drive in-game logic In Detail This recipe-based practical guide will show you how to unleash the power of animation in Unity 5.x and make your games visually impeccable. Our primary focus is on showing you tools and techniques to animate not only humanoid biped characters, but also other elements. This includes non-humanoid character animation, game world creation, UI element animation, and other key features such as opening doors, changing lights, transitioning to different scenes, using physics, setting up ragdolls, creating destructible objects and more. While discussing these topics, the book will focus on mecanim, the Unity 3D animation tool, and how you can use it to perform all these tasks efficiently and quickly. It contains a downloadable Unity project with interactive examples for all the recipes. By the end of this book, you will be confident and self-sufficient in animating your Unity 3D games efficiently. Style and approach This practical no-nonsense guide is recipe-based with real-world examples of almost all the techniques mentioned.

Describes the history and techniques of stop-motion animation.

Getting animation to look "right" is an exercise in timing. In this course, you'll look at various ways to create smooth motion. Author George Maestri shows how to manage animation curves, animate along a path, understand the mechanics of smooth rotations, smooth with motion blur, and create smoother cycles-introducing tricks that will work in nearly any standard animation package.

Chronicles the history of animation and its development as a technology, including information on animators, directors, producers, studios, techniques, films, pioneers, and significant animated characters.

Examines the history of this film genre, from its origins in

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feature animation in the 1890s through the present day, with insight on the techniques used throughout the years, developments in technology, stills, photos, sketches, storyboards, and more. 17,500 first printing.

Stop-motion animation has long been perceived as a technical practice rather than a creative, demanding art. Though stop-motion requires considerable technical knowledge, it also involves aesthetics and artistry that go beyond the technician's realm. Just as important as puppet mechanics are lighting, filters, lenses, camera angle and placement, and dramatic pose and movement. This manual is a complete guide to the aesthetics of stop-motion animation. Information is organized in an intuitive, easy-to-use structure, following the order an animator uses in setting up and then executing a scene. The first half concentrates on the aesthetics of lighting and cameras, a primary concern in any shot, with details of camera placement, various lenses and myriad lighting techniques. The second half deals with the process of performance art, an oft-overlooked aspect of stop-motion animation. Included is a commentary on body language, facial expression, gesture, movement and emotion—key concepts that are exemplified through the acting process. The work also offers an introduction to narrative form and a glossary of related terms.

Introduce kids to stop-motion animation and animated filmmaking. Animation is everywhere--from movies and TV to apps and video games--and today's tech-savvy kids know all about it. With the accessibility and ease of use of cameras and video-editing software, people of all ages are learning how to make stop-motion animation. In

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"Animation Lab for Kids," artists, teachers, and authors Laura Bellmont and Emily Brink present exciting, fun, hands-on projects that teach kids a range of animation techniques. From the classic zoetrope, flip book, and cel methods (which don't require any devices or technology) to different methods of shooting, the lessons require no previous experience for either child or adult.

Experimenting with a variety of art materials (drawing, clay, and paper cut-outs), young animators will learn to plan a film through writing, storyboarding, and creating sets. The book also features helpful and informative sidebars on the history of the early animation techniques as well as the inspiring work of innovative and influential animators, including Kirsten Lepore, PES, Hailey Morris, and William Kentridge. The authors are co-founders and lead teachers of The Good School, an arts-education school that cultivates and combines traditional art-making skills and the technologies involved in stop-motion animation filmmaking. They teach animation techniques at camps, schools, and events, including the New York International Children's Film Festival.

Animating with Stop Motion Pro is comprehensive, hands-on guide to achieving professional results with Stop Motion Pro 7.0 software. Gone are the days of stop motion guesswork and waiting to see the finalized result of your meticulous, labor intensive animations. With the push of a mouse button and the Stop Motion Pro software, animators have ten times the capability of simple camera stop motion capture. Re-visualize stop motion character movements, graph these movements and composite characters into a flawless animations with

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the techniques and step by step tutorials featured in Animating with Stop Motion Pro. Detailed exercises allow you to develop professional animations with the included free trial of Stop Motion Pro 7.0.

Autodesk 3ds Max is the application of choice for professional animators working in game design and film effects because of its amazing set of character animation tools. But while the results these professionals achieve can be stunningly complex, animating characters with 3ds Max doesn't have to be hard. Its powerful Biped module, with pre-linked and realistically constrained skeletons and its suite of motion tools, dramatically speeds up the animation process. The easy-to-follow instructions in this book will have you animating your own characters in just a few hours.

Step into the world of animation and go beyond the fundamentals of Adobe Animate to bring experiences to life through expert-led content Key Features: Produce rich motion graphics and interactive animations for multiple platforms and discover different ways to use Animate Explore the key features and enhancements in the latest Adobe Animate release Take your Adobe Animate projects to the next level by delving into creative workflows Book description: Adobe Animate is platform-agnostic asset creation, motion design, animation, and interactivity software. Complete with step-by-step explanations of essential concepts, practical examples, and hands-on walkthroughs, this book shows you how to use Adobe Animate to create immersive experiences by breaking through creative limitations across every medium. You will begin by getting up to speed with what

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you need to know about Adobe Animate quickly. Next, you will learn how to get started with Animate as a creative platform and explore the features introduced in the most recent version of the software. Moving on, you'll consume and produce media assets for multiple platforms through both the publish and export workflows. Following this, you'll delve into advanced rigging techniques and discover how to create more dynamic animation with advanced depth and movement techniques. You'll also find out how to build projects such as games, virtual reality experiences, and apps for various platforms. The book concludes with an examination of different methods used to extend the software for various needs. By the end of this book, you'll be able to produce a variety of media assets, motion design materials and animated artifacts, and interactive content pieces - all while targeting a variety of platforms including HTML5 Canvas, WebGL, and mobile devices.

What You Will Learn: Gain a solid understanding of Adobe Animate foundations and new features
Understand the nuances associated with publishing and exporting rich media content for various platforms
Make use of advanced layering and rigging techniques to create engaging motion content
Create dynamic motion by using the camera and variable layer depth techniques
Develop web-based games, virtual reality experiences, and multiplatform mobile applications
Extend Animate with extensions, application-level scripting, and the creation of custom integrated tutorials

Who this book is for: This book is for web, graphic, and motion design professionals with basic experience in animation who

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want to take their existing skills to the next level. A clear understanding of basic animation concepts will help you to get the most out of this book and produce impressive results.

To make great animation, you need to know how to control a whole world: how to make a character, how to make that character live and be happy or sad. You need to create four walls around them, a landscape, the sun and moon - a whole life for them. You have to get inside that puppet and first make it live, then make it perform. Susannah Shaw provides the first truly practical introduction to the craft skills of model animation. This is a vital book in the development of model animation which, following the success of Aardman's first full-length film 'Chicken Run', is now at the forefront of modern animation. Illustrated in full colour throughout you are shown step by step how to create successful model animation. Starting with some basic exercises, readers will learn about developing a story, making models, creating sets and props, the mechanics of movement, filming, post production and how to set about finding that elusive first job in a modern studio.

If you're a newbie animator - this animation for beginners guide will quickly get you started and after your dream career. But where do you even begin? You have so many questions it's overwhelming. What is animation after all? How do you actually animate? What tools, software, books, exercises, character rigs, and courses do you turn to? This epic guide on Animation For Beginners is about to answer all of them and more. You're about to hear life changing insights and truth

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bombs from a veteran professional animator who learned it all the hard way.

Motion capture is one of the most talked about and misunderstood technologies in computer animation because of its rocketing popularity and ambiguous implementation. In *Understanding Motion Capture for Computer Animation and Video Games*, industry insider Alberto Menache tells the complete story of motion capture, examining its technical details as well as its growth as an industry. Menache's narrative voice and in-depth technical discussions allow the reader to not only learn motion capture, but also to understand the reasons behind its successes, failures, and increasing role in blockbuster films, such as *Batman Forever* and *Batman and Robin*. With its careful balance between technical analysis and industry trends, *Understanding Motion Capture for Computer Animation and Video Games* is the first book to explore the controversial art and practice of modern character animation using motion capture.

Basics Animation 04: Stop-motion by Barry Purves teaches the skills required to develop as a creative stop-motion animator.

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, performance, personality, acting 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

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invaluable resource for animators, *Acting and Performance for Animators* is a practical guide to the variety of performance techniques relevant to animators. Develop believable character interactions with chapters detailing the principles of performance, performance types, character emotion and personality, physical and psychological performance, and scene composition. Analyze scripts, sound, acting, 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 website that features live action reference shorts, production stills, animated examples, and further hands-on assignments. * Develop believable character interactions with chapters detailing the principles of performance, performance types, character emotion and personality, physical and psychological performance, and scene composition. * Analyze scripts, sound, acting, 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 and more. * Features a website that features live action reference shorts, production

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stills, animated examples, and further hands-on assignments.

Packed with examples from classic and contemporary films, *The Fundamentals of Animation* presents each stage of the animation production process in an engaging visual style, whilst providing an historical and critical context for four core disciplines: drawn/cel; 2D/3D stop-motion; computer generated; and experimental animation. With insightful commentary from leading animators, Wells and Moore also introduce you to the many different career paths open to aspiring animators, from storyboard artist or character designer to VFX artist or writer and director. They also provide you with key tips on producing engaging portfolios and show reels. -

Illustrated with over 300 images, including preliminary sketches, frame-by-frame analyses and shots of animators at work. - Now explores the animated documentary genre and the role of visual effects and gaming in contemporary animation. - Features more than 20 interviews with a range of international practitioners including Pete Docter, Director, *Monsters, Inc.* (2001), *Up* (2009) and *Inside Out* (2015). Featured Artists Sarah Cox, ArthurCox Lluís Danti, Media Molecule Pete Docter, Pixar Paul Driessen Eric Fogel Cathal Gaffney, Brown Bag Films Adam Goddard Philip Hunt, STUDIO AKA The Brothers McLeod Bill Plympton Ellen Poon, Industrial Light and Magic Barry Purves Joanna Quinn Chris Randall, Second Home Studios Maureen Selwood Koji Yamamura

This volume explores the practicalities of how motion capture technology can be used creatively, beyond mere

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replication of live action. By focusing on what digital visual effects can learn from more established art forms like acting, keyframe animating and stagecraft, this book pushes the boundaries of what can be achieved with the hardware and software, to push the levels of performance, drama and audience engagement. This is an essential text for students who want to forge better appreciations of the mechanics and physicality of how we move and how we then re-interpret this knowledge via practical artistic forms of virtual expression and digital animation. We know that more control, more understanding of style and performance and storytelling is needed to master the visual technology, to capture and conjure designs, models and scenes. This book enables readers to construct better convincing movements, character animation and scenarios with 3D motion capture. A digital alchemist's path that leads, ultimately, from base models to captured moments of gold.

"Visual Quantum Mechanics" uses the computer-generated animations found on the accompanying material on Springer Extras to introduce, motivate, and illustrate the concepts explained in the book. While there are other books on the market that use Mathematica or Maple to teach quantum mechanics, this book differs in that the text describes the mathematical and physical ideas of quantum mechanics in the conventional manner. There is no special emphasis on computational physics or requirement that the reader know a symbolic computation package. Despite the presentation of rather advanced topics, the book requires only calculus, making

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complicated results more comprehensible via visualization. The material on Springer Extras provides easy access to more than 300 digital movies, animated illustrations, and interactive pictures. This book along with its extra online materials forms a complete introductory course on spinless particles in one and two dimensions.

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