3D Graphics & Animation (2nd Edition)

Mark Giambruno

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3d Graphics & Animations is the book to help readers break into the 3D marketplace. Learn from the experiences of working professionals as shared through insightful interviews. As a second edition, this book builds on the well-received segments of the first edition to cover the basics of 3D in general terms starting with "What is 3D?" and progressing step-by-step through modeling, texturing, lighting and animation. The book also offers coverage of such related topics as developing a story concept, storyboarding, and putting together a demo real and portfolio. It even provides interview tips! New elements in this second edition include interviews from industry leaders as well as application specific tutorials for 3ds max 4, Maya 4, and LightWave 7 that are included on the CD.

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