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Exploring 3D Animation with 3Ds Max 8 (Graphic Design/Interactive Media)

Steven Till

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In his previous book, author Steven Till introduced the core 3D concepts of object modeling, texturing, and rendering. In this new companion book, Till shows how to "set things in motion" - moving beyond static models and renderings and bringing characters and objects to life. Throughout the book, a rich combination of text and illustrations shows how to execute concepts using Autodesk's widely used 3ds max animation program, with the focus always on "the art of animation." Step-by-step project walk-throughs in media animation and forensic animation, among others, round out this often-entertaining and always-instructive resource.

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