



3D Game Animation for Dummies

By Kelly L. Murdock

John Wiley Sons Inc, United States, 2005. Online resource. Condition: New. 1. Auflage. Language: English . Brand New Book. For readers intrigued by 3D video games as a hobby or a potential career, this book offers an introduction to the world of 3D game animation and provides step-by-step instructions on creating storyboards, scenery, characters, and even software. It covers topics such as working with 3D coordinates, keyframing, NURBS modeling, lighting, rigging, skinning, particle effects, and more. Video game sales exceeded the movie industry's box office draw last year by \$1 billion.



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Reviews

Basically no terms to clarify. It is actually written in basic terms rather than confusing. I found out this ebook from my dad and I suggested this book to find out.

-- **Elinore Vandervort**

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