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Titolo	Getting paid to work in 3D // Don Rauf
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ISBN	1-5081-7299-4
Edizione	[First edition.]
Descrizione fisica	1 online resource (80 pages) : color illustrations
Collana	Turning your tech hobbies into a career
Disciplina	006.6/93
Soggetti	Computer animation - Vocational guidance Three-dimensional display systems Three-dimensional imaging
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Step into the 3D world -- Get on course: education matters -- Take your skills to a new dimension -- Find a job or make your own -- The cutting-edge world of 3D.
Sommario/riassunto	This informative book shows young people just how 3D works in movies, gaming, apps, and social media. It then guides readers on what courses to take to develop their tech skills in the field.