1.	Record Nr.	UNINA9910349528903321
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	Titolo	Character Rigging and Advanced Animation : Bring Your Character to Life Using Autodesk 3ds Max / / by Purushothaman Raju
	Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2019
	ISBN	1-4842-5037-0
	Edizione	[1st ed. 2019.]
	Descrizione fisica	1 online resource (XV, 280 p.) : 266 illus
	Disciplina	794.815
	Soggetti	Computer games—Programming Game Development
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Chapter 1: Beginning Animation -- Chapter 2: Refining Animation -- Chapter 3: Advanced Animation -- Chapter 4: Bones -- Chapter 5: Biped -- Chapter 6: CAT Rigging Tools -- Chapter 7: Skinning for Animation -- Chapter 8: Walk and Run Cycles -- Chapter 9: Morph Animation & Facial Rigging.
	Sommario/riassunto	Gain a thorough understanding of animation and character rigging using Autodesk 3ds Max to create realistic character animations. This book is split into three modules that are subsequently divided into chapters. The first module is the foundation module: in this module you'll cover, among other topics, the 12 cardinal principles of animation with reference to classic real-world examples and famous movies/animation shots. Using these, the further chapters explore using key frames and graph editors to obtain fluid motion in your animations. Practical examples are used to better explain which feature suits a particular scenario. The second module, called the backbone module, introduces you to deformation tools and their use for character animation. Further chapters cover driven animations, constraints posed by bones, bipeds, and the CAT tools available in 3ds Max 2019. The final module, the lifeline module, encourages you to bring your character to life by applying principles learnt in the previous modules. Here you will be guided on how to retarget animations from one character to other characters or rigs. On completing Character Rigging and Advance Animation, you will be able to create character rigs for

bipeds and quadrupeds with ease, animating them with life-like motion. You will: Understand the 12 principles of animation Set up an animation-ready character rig from scratch Master the deformation tools available for animation.