

1. Record Nr.	UNINA9910416477603321
Autore	Mane Perrine
Titolo	Le vigneron, la viticulture et la vinification : En Europe occidentale, au Moyen Âge et à l'époque moderne // Perrine Mane, Franz Irsigler, Antonio Ivan Pini, Jean-Louis Gaulin, Mercedes Borrero Fernandez, Alain Huetz de Lemps, Michel Le Mené, Marcel Lachiver, Jean-Marie Pesez, Lukas Clemens, Michael Matheus, Francis Brumont, Françoise Michaud-Fréjaville, Jean Louberge
Pubbl/distr/stampa	Toulouse, : Presses universitaires du Midi, 2019
ISBN	2-8107-0915-7
Descrizione fisica	1 online resource (297 p.)
Altri autori (Persone)	IrsiglerFranz PiniAntonio Ivan GaulinJean-Louis Borrero FernandezMercedes Huetz de LempsAlain Le MenéMichel LachiverMarcel PesezJean-Marie ClemensLukas MatheusMichael BrumontFrancis Michaud-FréjavilleFrançoise LoubergeJean Le MeneMichel ManePerrine
Disciplina	641.2/2/094
Soggetti	Wine and wine making - Europe - History - Congresses Viticulture - Europe - History - Congresses
Lingua di pubblicazione	Francese
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr.	UNINA9910957492803321
Autore	Webster Chris
Titolo	Action analysis for animators // Chris Webster
Pubbl/distr/stampa	Abingdon : , : Routledge, , 2012 London : , : Bloomsbury Publishing (UK), , 2023
ISBN	9786613612021 9781136136535 1136136533 9781136136542 1136136541 9781280582240 1280582243 9780080959351 0080959350
Edizione	[1st edition]
Descrizione fisica	1 recurso en linea
Disciplina	777 778.58
Soggetti	Animation (Cinematography) Digital animation
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Machine generated contents note: Introduction Why analyse action? The Study of Motion Naturalistic action, abstract action, Dynamics and Laws of Motion Animation Principles Figures in Motion Assignments Animals in Motion Assignments None Organic Action Clothing and costumes, Water, Wind, Fire, Others Capturing Action Methodologies for Analysis Reference and Research Sources, Creating a Reference Library.
Sommario/riassunto	Action Analysis is one of the fundamental principles of animation that underpins all types of animation: 2d, 3d, computer animation, stop motion, etc. This is a fundamental skill that all animators need to create polished, believable animation. An example of Action Analysis would be Shrek's swagger in the film, Shrek. The animators clearly understood (through action analysis) the type of walk achieved by a

large and heavy individual (the real) and then applied their observations to the animated character of an ogre (the fantastic). It is action analysis that enabled the animation team to visual

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