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Autore	Vasconcelos Virgilio
Titolo	Blender 2.5 character animation cookbook [[electronic resource]] : 50 great recipes for giving soul to your characters by building high-quality rigs and understanding the principles of movement / / Virgilio Vasconcelos
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Soggetti	Computer animation Three-dimensional display systems Computer graphics Electronic books.
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Note generali	"Quick answers to common problems"--Cover. Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Get Rigging; Introduction; Defining good orientations for your bones; Using separate bone chains for different tasks; Customizing shapes and colors for your bones; Using corrective shape keys; Making an IK-FK switcher; Tips on weight painting your character; Chapter 2: Rigging the Torso; Introduction; How to create a stretchy spine; Rigging the pelvis; Making your character breathe; Controlling the neck and head; Chapter 3: Eying Animation; Introduction How to control where your characters look at The eyelids controllers; Controlling the pupils; Chapter 4: Poker Face? Facial Rigging; Introduction; Adding expressions using Shape Keys; Face controls with lattices; Creating the jaw controller; Control your tongue; Chapter 5: Hands Down! The Limbs Controllers; Introduction; Controlling fingers;

Creating IK legs with a three-pivot foot; Stretch those limbs!; Setting up the shoulders; Cartoon bending for arms and legs; Different spaces for IK hands; Chapter 6: Blending with the Animation Workflow; Introduction; Animating in layers
Changing between FK and IK in a shot Grasping and throwing objects; Silhouette and mirrored rendering; Tracking animation arcs; Using video for background reference; Working with linked assets and characters; Non-linear animation; Chapter 7: Easy to Say, Hard to Do: Mastering the Basics; Introduction; Adjusting and tracking the timing; Spacing: favoring and easing poses; Anticipating an action; Using squash and stretch; Breaking the symmetry; Chapter 8: Shake That Body: The Mechanics of Body Movement; Introduction; Animating a tennis serve; Heavy metal; Glory for your team: kicking the ball Run, Forrest! (in cycles)Chapter 9: Spicing it Up: Animation Refinement; Introduction; It's time for secondary actions; Hold, but not still: using moving holds; Animating characters with appendages; Like clay: refining with the AniSculpt technique; Chapter 10: Drama King: Acting in Animation; Introduction; In the blink of an eye; Walking with style; Talking heads (and bodies); Appendix: Planning Your Animation; Introduction; Creating thumbnails with Grease Pencil; Naming conventions; Extremes, Breakdowns, Inbetweens, ones and twos; Index

Sommario/riassunto

Part of Packt's Cookbook series, each chapter focuses on a different aspect of animation. If you don't have the time to work your way through a long tutorial, then this is the book for you. The step-by-step recipes are independent from each other so you can dip in and out of the book to add great effects as and when you need them. Blender users who already know the basics of adding, modeling and rendering objects within the program, but are eager to learn how to turn a character's mesh into a living creature.
