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Titolo	iClone 4.31 3D animation [[electronic resource]] : beginner's guide : animate your stories and ideas to create realistic scenes with this movie making application geared towards new and inexperienced film makers, video producers/compositors, vxf artists, and 3D artists/designers // M.D. McCallum
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Nota di contenuto	Cover; Copyright; Credits; Foreword; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Installing and Configuring iClone; Installing the program; Time for action - installing iClone 4 pro; Time for action - installing related iClone content; Time for action - exploring iClone options; Configuring work environment; Setting up the 3D grid; Controlling display information; Exploring real-time render options; Choosing the shader; Manipulating objects; Locating Custom Content folder; Installing new content; Using drag-and-drop; Importing new content Working with zipped files Welcome to iClone; Interacting with the iClone community; Free iClone assets; Exploring the Reallusion Content Store; Discovering the Reallusion Marketplace; Downloading your trial and purchased items; Time for action - download and installation steps; Exploring the iClone user interface; Exploring the workspace; Selecting objects in the workspace; Summary; Chapter 2:Creating Your

First Scene; Let the animation begin!; Exploring your virtual studio; Exploring the 3D workspace; Time for action - creating the outdoors; Working with Live Plants

Time for action - creating virtual foliage Adding props to the scene; Placing props; Time for action - house building; Manipulating props; Selecting the tools; Manipulating objects directly; Manipulating with precision using gizmos; Handling direct input; Working with iProps (interactive props); Time for action - placing the iProp; Animated props; Time for action - importing animated props; Creating props from building blocks; What do you see in a primitive?; Time for action - building a gazebo without hand tools!; Diffusing opacity and other maps.; Exploring the mapping channels

Time for action - painting the gazebo Time for action - correcting the texture mapping; Painting option; Time for action - adding fire effects to the grill; Creating see through material; Turning nothing into something; Lighting in 3D animation; Light types and shadows; Understanding ambient light; Manipulating the lights in the 3D workspace; Setting the mood with lighting and atmosphere; Time for action - setting the ambient light; Time for action - working with shadows; Time for action - manipulating the atmosphere; Time for action - lighting up the grill; Summary

Chapter 3:Adding and Customizing Characters Developing unique characters; Time for action - loading characters; Customizing character features; Time for action: loading a face image; Time for action - correct the lighting; Time for action - customizing our character; Time for action - customizing the head of the avatar; Experimenting with model detail; Time for action - giving your character a new do!; Time for action - customizing the eyes and mouth; Skin; Positioning the characters; Using character accessories and attaching props; Time for action - can't be cool with out shades! Time for action - shading the glasses

Sommario/riassunto

This book is a part of the Beginner's guide series, wherein you will quickly start doing tasks with precise instructions. Then the tasks will be followed by explanation and then a challenging task or a multiple choice question about the topic just covered. Do you have a story to tell or an idea to illustrate? This book is aimed at film makers, video producers/compositors, vfx artists or 3D artists/designers like you who have no previous experience with iClone. If you have that drive inside you to entertain people via the internet on sites like YouTube or Vimeo, create a superb presentation
