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| Edizione | [1st edition] |
| Descrizione fisica | 1 online resource (265 p.) |
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| Soggetti | Three-dimensional imaging Computer animation Computer graphics |
| Lingua di pubblicazione | Inglese |
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| Livello bibliografico | Monografia |
| Note generali | Includes index. |
| Nota di contenuto | Machine generated contents note: 1. Introduction 2. Creating the Illusion of Depth 3. Software Tools 4. Photoshop CS5 3D 5. Illustrator 6. After Effects and 3D 7. Beginning 3D For Real (Introduction to Cinema 4D and 3Ds Max) 8. Animation In 3D 9. Materials and Lighting 10. Motion Typography From 2D to 3D 11. MoGraph tools in Cinema 4D 12. Building the Scene: Layers of a 3D Scene 13. 3D Compositing- A Return to 2D. |
| Sommario/riassunto | Add 3D to your mograph skillset! For the experienced 2D artist, this lavishly illustrated, 4 color book presents the essentials to building and compositing 3D elements into your 2D world of film and broadcast. Concepts and techniques are presented in concise, step-by-step tutorials, hundreds of which are featured throughout. Featured applications include Photoshop, Illustrator, After Effects, and Cinema 4D. |