Animation Methods: The Only Book You'll Ever Need

David Rodriguez

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Whether you want to become a professional or just make your own animated movies and games. This book will show you all of the methods used in a studio environment for specifically doing 3D Character Animation. This is a step-by-step guide for learning Maya, animation tools, how to get into the industry, demo reel, interview process, body animation, facial animation, and how to get a job in animation. You will quickly learn animation without ever setting a foot inside a classroom. This small investment will open your eyes not many schools discuss. The only book that comes alive as you read it through QR codes. Use your smartphone to scan the codes and view a 3D animated clip of the lesson on your smartphone. Not only will you read the lesson, but you will be able to see and understand it right on your phone. After all, animation is a visual art. Animation Methods will show you the methods and workflows to use in any version of Maya. Once you grasp the easy methods, you'll be able to apply the same knowledge and animate characters in any software. David Rodriguez is a fun writer and experienced 3D Character Animator who will guide you and mentor you through the book. His work includes; Star Wars: Unleashed The Force II, Piranha 3D, Star Wars Kinect, Ice Age Continental Drift Arctic Games, and more… The same methods he uses in animating professionally are revealed in this book. It's about time someone wrote a book in a way beginners can understand it. Even thought learning the terminology in this industry is important, the writer explains it in an easy to understand. Through the books website you'll be able to download rigs, example scene files, access to animation scripts, and watch the animation clips online. This is the next big book to 3D Animation.

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