



Principles of Three-Dimensional Computer Animation: Modeling, Rendering, and Animating With 3d Computer Graphics (Norton Books for Architects & Designers)

Michael O'Rourke

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Integrated into this text are techniques that, since it was first published have become an accepted part of computer animation technology. New sections cover advanced modelling, rendering and animating techniques, including blended surfaces, environment rendering, animation constraints, volumetric lights and an expanded description of particle systems. A chapter on animation production has been added.

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