Computer Animation. Edition No. 3

Description: Driven by demand from the entertainment industry for better and more realistic animation, technology continues to evolve and improve. The algorithms and techniques behind this technology are the foundation of this comprehensive book, which is written to teach you the fundamentals of animation programming.

In this third edition, the most current techniques are covered along with the theory and high-level computation that have earned the book a reputation as the best technically-oriented animation resource. Key topics such as fluids, hair, and crowd animation have been expanded, and extensive new coverage of clothes and cloth has been added. New material on simulation provides a more diverse look at this important area and more example animations and chapter projects and exercises are included. Additionally, spline coverage has been expanded and new video compression and formats (e.g., iTunes) are covered.

- Includes companion site with contemporary animation examples drawn from research and entertainment, sample animations, and example code- Describes the key mathematical and algorithmic foundations of animation that provide you with a deep understanding and control of technique- Expanded and new coverage of key topics including: fluids and clouds, cloth and clothes, hair, and crowd animation- Explains the algorithms used for path following, hierarchical kinematic modelling, rigid body dynamics, flocking behaviour, particle systems, collision detection, and more

Contents:

Chapter 1: Introduction
Chapter 2: Technical Background
Chapter 3: Interpolating Values
Chapter 4: Interpolation-Based Animation
Chapter 5: Kinematic Linkages
Chapter 6: Motion Capture
Chapter 7: Physically Based Animation
Chapter 8: Fluids: Liquids & Gases
Chapter 9: Modeling and Animating Human Figures
Chapter 10: Facial Animation
Chapter 11: Behavioral Animation
Chapter 12: Special Models for Animation
Appendix A: Rendering Issues
Appendix B: Background Information and Techniques
Index

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