



3-D Human Modeling and Animation, Third Edition

By Peter Ratner

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3-D Human Modeling and Animation

Third Edition

All the tools and techniques you need to bring human figures to 3-D life

Thanks to today's remarkable technology, artists can create and animate realistic, three-dimensional human figures that were not possible just a few years ago. This easy-to-follow book guides you through all the necessary steps to adapt your own artistic skill in figure drawing, painting, and sculpture to this exciting digital canvas.

3-D Human Modeling and Animation, Third Edition starts you off with simple modeling, then prepares you for more advanced techniques for creating human characters. After a brief overview of human anatomy, you'll delve into the basic principles of proportion and structure, along with the different body parts. Exploring human modeling, texturing, rigging, and lighting leads you to more advanced techniques for digital figure animation.

Filled with detailed, practical information about creating and animating 3-D human models, this updated Third Edition now features more than 500 full-color images that detail, step by step, the modeling and animation processes for both male and female figures. Most helpful of all, the included DVD features QuickTime tutorials tied to the modeling chapters and provides detailed color images from the chapters so you can get a quick start in bringing your visions to fruition!

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Editorial Review

From the Inside Flap

3-D Human Modeling and Animation

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About the Author

Peter Ratner is a professor of 3-D computer animation in the School of Art and Art History at James Madison University. He is the founder of the computer animation program at the university and started the first animation concentration in the state of Virginia. In addition to teaching, writing and illustrating five books, and authoring articles for HDRI 3D magazine, he has exhibited his oil paintings, animations, and computer graphics in numerous national and international juried exhibitions.

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