Creating A 3D Animated CGI Short: The Making Of The Autiton Archives Fault Effect - Pilot Webisode
Creating a 3D Animated CGI Short presents an insightful behind-the-scenes tour of the entire production process for 3D artists, animators, and independent filmmakers who are interested in creating their own CGI shorts as well as for those who are simply fans and enthusiasts of CGI films in general. This book presents detailed examples of every step of the production process; from initial concept through character design, set design, modeling, texturing, lighting, camera animation, character animation, lip sync, rendering, post-production, compositing, and all the way to film festival submissions and online web distribution. It truly has something for everyone interested in CGI films. Using readily available off-the-shelf hardware and software such as modo, LightWave 3D, FPrime, HD Instance, Peak, Shake, iMovie, iDVD, GarageBand and more, Creating a 3D Animated CGI Short shows how to produce a complete 3D animated CGI Short, including how to fund the production by taking on paid freelance projects along the way. Where other filmmaking books typically describe industry standard methodologies that are most effective for larger productions, this book shows how to drastically simplify and condense those processes and focus only on the essential elements that will enable a single artist or filmmaker to complete a CGI short on their own.

**Book Information**

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**Customer Reviews**

I don’t often write reviews, but this book, Creating a 3D Animated CGI Short: The Making is the Autition Archives - Fault Effect by Michael Scaramozzino, left me no alternative. First, there are very few books available to the independent filmmaker - especially when it comes to animation. This
book by Mr. Scaramozzino fills a large void and is most definitely welcome. And second, it is a well-written detailed account of this project. Fault Effect is a beautifully animated and artistically brilliant animated short written, produced and directed by the author, Michael Scaramozzino. And this book I am reviewing is about how Mr. Scaramozzino created Fault Effect. Okay... what does it offer? Essentially this is a step-by-step how-to book showing how Michael created Fault Effect pretty much on his own with standard off-the-shelf software along with lots of perseverance and determination. From concept to final creation, it is chock-full of what to do and what to look out for. He offers very useful advice when it comes to making your own short (or feature if you are so inclined) and explains what the differences are between large productions and smaller ones such as Fault Effect. I've found lots of useful information that I will be using in my own short and I'm looking forward to implementing quite a bit of the info he provided. And the included DVD is just an added bonus and contains color pictures of everything in the book as well as the Fault Effect short and award-winning BlastOff! short. The only thing I would have liked to see more of would be a little more balance between Mac and Windows programs in the post production area. Michael is primarily a "Mac Guy" and avoids Windows programs pretty much completely in favor of an all-Mac flavor.

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