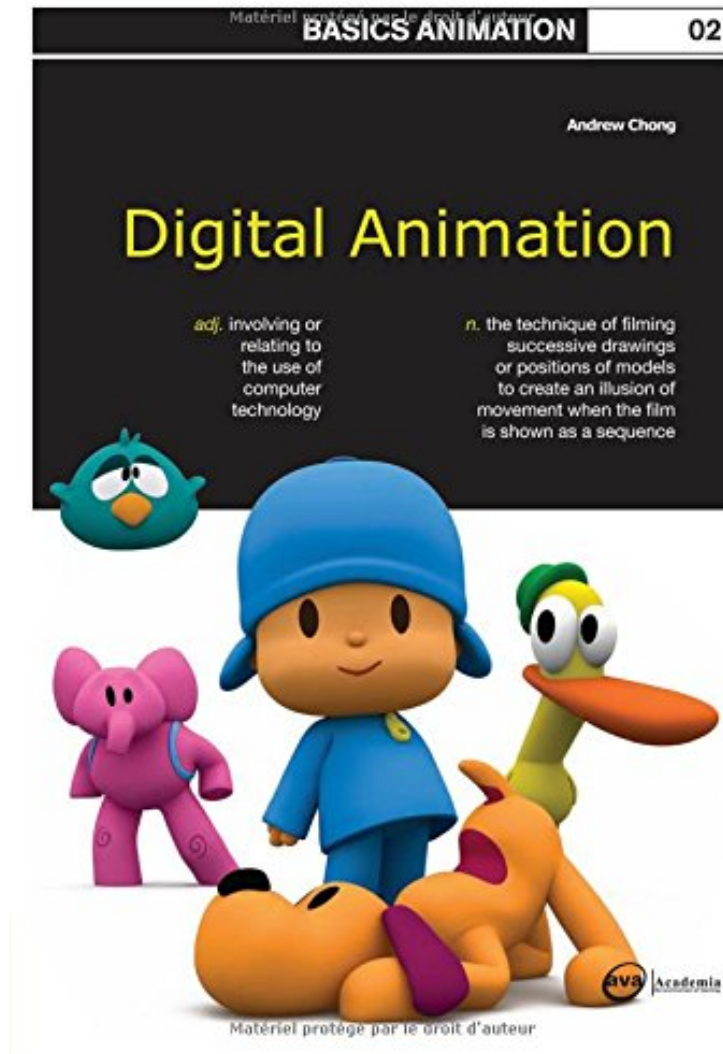


Basics Animation 02: Digital Animation

Andrew Chong

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Digital animation has taken the world by storm, surpassing traditional animation in today's big budget animated features. "Digital Animation" turns towards the history of digitized animation, including well before the personal computer gained acclaim. It also introduces the basics and fundamentals of digital animation for those interested in getting started in the field, and how one should pursue their education in this art. "Digital Animation" is an absolute must for fans who want to turn their fandom into a hobby or even a career.

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Ti Majekodunmi, Bromley College, UK. 'I think the book is a work of art on its own. The graphic layout is really something.'
Jennifer Hardacker, Pacific University, USA.
About the Author
Andrew Chong is a graduate of Newcastle Polytechnic. He has worked as a freelancer in commercial video and broadcast television, and his assignments range from prop making through to computer graphics and live action video. He currently works at Loughborough University's Animation Academy under the direction of Professor Paul Wells, facilitating various research projects, from stop-frame animation to motion-capture.