

GAME ANIM

VIDEO GAME ANIMATION EXPLAINED



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JONATHAN COOPER

* Game Anim: Video Game Animation Explained *



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Books Descriptions

What makes the difference between great video game animation and the purely functional, and how does this relatively new medium of non-linear animation creation differ from the more traditional fields of film and television? This book de-mystifies the animation side of game development, explaining every step of the process while providing valuable insights and work philosophies for creating the best game animation for beginners and professionals alike. Taking readers through a complete game production, this book provides a clear understanding of expectations of the game animator at every stage, featuring game animation fundamentals and how they fit within an overall project to offer a holistic

approach to the field of game animation. Key Features Accumulated knowledge based on nearly two decades of insightful experience in all areas of video game animation. Establishes the fundamentals of creating great video game animation, and how to achieve them. A step-by-step explanation of every



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