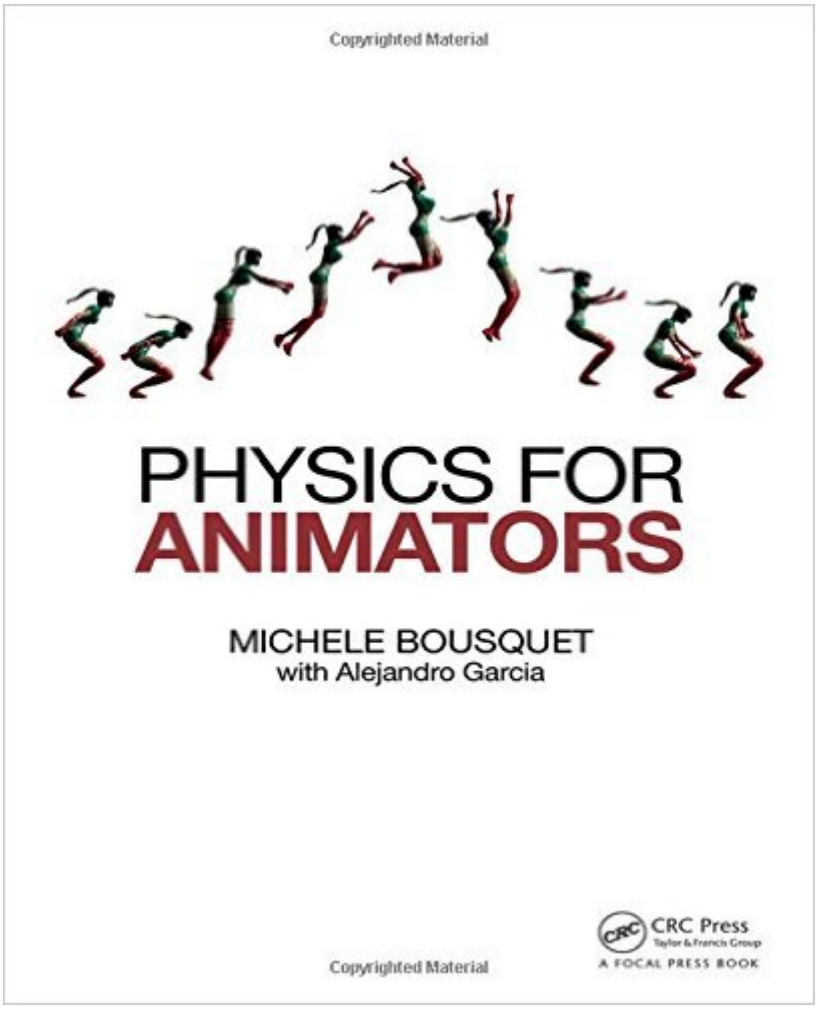
Physics For Animators



Synopsis

Achieving believable motion in animation requires an understanding of physics that most of us missed out on in art school. Although animators often break the laws of physics for comedic or dramatic effect, you need to know which laws youâ ™re breaking in order to make it work. And while large studios might be able to spend a lot of time and money testing different approaches or hiring a physics consultant, smaller studios and independent animators have no such luxury. This book takes the mystery out of physics tasks like character motion, light and shadow placement, explosions, ocean movement, and outer space scenes, making it easy to apply realistic physics to your work. Physics concepts are explained in animatorâ ™s terms, relating concepts specifically to animation movement and appearance. Complex mathematical concepts are broken down into clear steps you can follow to solve animation problems quickly and effectively. Bonus companion website at www.physicsforanimators.com offers additional resources, including examples in movies and games, links to resources, and tips on using physics in your work. Uniting theory and practice, author Michele Bousquet teaches animators how to swiftly and efficiently create scientifically accurate scenes and fix problem spots, and how and when to break the laws of physics. Ideal for everything from classical 2D animation to advanced CG special effects, this book provides animators with solutions that are simple, quick, and powerful.

Book Information

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Customer Reviews

Physics for Animators offers a ton of good information for pretty much any kind of situation you can think of. The discussion of light/Color and gamma is extremely helpful as is information about

character center of gravity. These are only a couple of topics in a book of almost encyclopedic coverage of all aspects of the physical world, written in an easy to understand style with lots of helpful background info about things that animators would find useful in their every day world of making things move in believeable ways.

Wonderful book that covers a lot of ground! The section on forces and gravity is particularly thorough, for calculating keyframes for falling objects, slow-ins and slow-outs, jump cycles, thrown objects that wobble as they fly, fight scenes, etc. ItÃ¢Â Â™s still a pretty easy read anywayÃ¢Â Â”the author has managed to explain some pretty complex subjects in simple language. I particularly liked the tips for helping one figure out why a scene looks wrong even when you canÃ¢Â Â™t quite put your finger on it.

Just the perfect book not only for animators, but also for vfx artist! It explains everything since the beginning.

Modern Physics Introduction to plasma physics and controlled fusion. Volume 1, Plasma physics Thermodynamics and the Kinetic Theory of Gases: Volume 3 of Pauli Lectures on Physics (Dover Books on Physics)