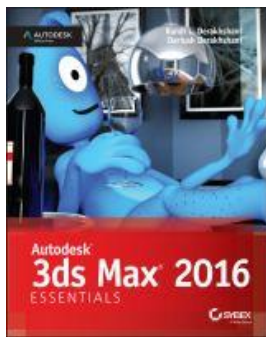


COMPUTER ANIMATION

SCOPE Here are entered works on animation created by computer rather than drawn by hand.

Computer animation is the art of creating moving images via the use of computers. It is a subfield of computer graphics and animation. Increasingly it is created by means of 3D computer graphics, though 2D computer graphics are still widely used for low bandwidth and faster real-time rendering needs. Sometimes the target of the animation is the computer itself, but it sometimes the target is another medium, such as film. It is also referred to as CGI (Computer-generated imagery or computer-generated imaging), especially when used in films. To create the illusion of movement, an image is displayed on the computer screen then quickly replaced by a new image that is similar to the previous image, but shifted slightly. This technique is identical to how the illusion of movement is achieved with television and motion pictures. Computer animation is essentially a digital successor to the art of stop motion animation of 3D models and frame-by-frame animation of 2D illustrations. [Source: sciencedaily.com]

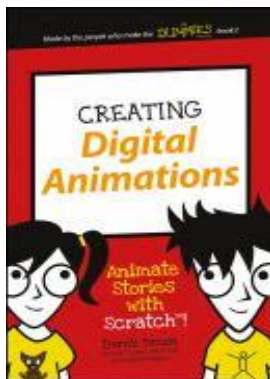


Autodesk 3ds max 2016: essentials (2015)

Derakhshani, Randi L., Dariush Derakhshani
CO TR 897.7 .D47 2015

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Autodesk 3ds Max 2016 Essentials is your perfect hands-on guide to start animating quickly. Using approachable, real-world exercises, you'll master the fundamentals of this leading animation software by following full-color screen shots step by step. Each chapter opens with a quick discussion of concepts and learning objectives, and then launches into hands-on tutorials that give you firsthand experience and a good start on preparing for the 3ds Max certification exam. You'll learn the basics of modeling, texturing, animating, and visual effects as you create a retro-style alarm clock, animate a thrown knife, model a chair, and more. Whether you're a complete beginner or migrating from another 3D application, this task-based book provides the solid grounding you need in Autodesk 3ds Max 2016.



Creating digital animations (2016)

Breen, Derek
AS-R QA 76.73.S345 B73 2016

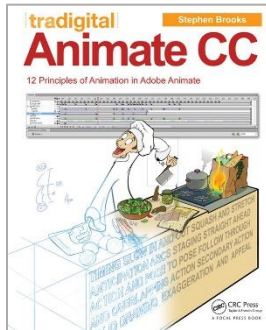
Located in Fr Jose T Bacatan SJ Library – American Corner

The easy way to start animating today! Creating Digital Animations is your ticket to learning animation! Learn how to animate your very own characters using Scratch the free multimedia tool that lets you create interactive stories, games, and animations.

Search library resources at: <http://210.213.146.180:8080/#section=home>

Visit the library webpage at: <https://www.adzu.edu.ph/library/>

COMPUTER ANIMATION



Tradigital animate CC: 12 principles of animation in Adobe animate (2017)

Brooks, Stephen.

CO TR 897.72.F53 B76 2017

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Tradigital Flash: 12 Principles of Animation in Adobe Flash brings the essentials of traditional animation and Adobe Flash together. The early masters of animation created a list of 12 principles, which are important for anyone who wants to create interesting and believable animation. Digital animation continues to make incredible technological advancements that give animators the capability to produce visually stunning work. New technology, however, also has a tendency to create an environment where animators are so focused on adapting to the new workflow that they tend to dismiss these fundamental animation principles..., which often leads to poor and lifeless character animation. Tradigital Flash helps you focus on these principles while using the program's wide array of features to create believable animation, consistently.



Animation: intermediate (2018)

3G E-learning LLC, USA.

CO TR 897.7 .T479 2018

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Consists of competencies that a person must achieve to produce cleaned-up and in-between drawings in both production and post-production stages. ► Covers the knowledge, skills and attitudes in promoting career growth and advancement. ► Develop and enhance the knowledge, skills, and attitudes of an animator.



Animation (3D digital): advanced (2016)

CO TA 174 .A55 2016 / CO-DVD TA 174 .A55 2016

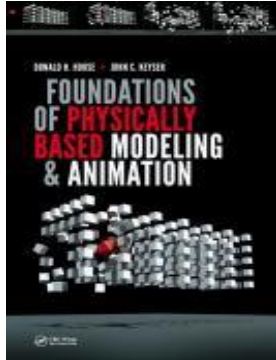
Located in Fr Jose T Bacatan SJ Library – Circulation Section

This edition brings revised and updated practical and visual skills with knowledge of specialized materials and techniques. It introduces the knowledge and skills for those studying and/or working in animation industry. This book contains comprehensive information that a person must achieve to produce 3D digital animation, multimedia and special effects for film and television/video in both production and post-production stages.

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Visit the library webpage at: <https://www.adzu.edu.ph/library/>

COMPUTER ANIMATION



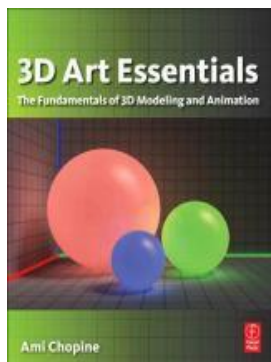
Foundations of physically based modeling and animation (2017)

House, Donald H., John C. Keyser.

CO TR 897.7 H68 2017

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Physics forms the basis for many of the motions and behaviors seen in both the real world and in the virtual worlds of animated films, visual effects, and computer games. By describing the underlying physical principles and then creating simulations based on these principles, these computer-generated worlds are brought to life. Physically Based Modeling and Animation goes behind the scenes of computer animation and details the mathematical and algorithmic foundations that are used to determine the behavior underlying the movement of virtual objects and materials. Dr. Donald House and Dr. John Keyser offer an approachable, hands-on view of the equations and programming that form the foundations of this field. They guide readers from the beginnings of modeling and simulation to more advanced techniques, enabling them to master what they need to know in order to understand and create their own animations.



3D art essentials: the fundamentals of 3D modeling, texturing, and animation (2011)

Chopine, Ami.

CO T 385 C46 2011

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Create high-quality 3D animations and models by using the basic concepts and principles of 3D art presented by GeekAtPlay.com's Ami Chopine. This handy studio reference breaks down the core concepts into easy-to-understand segments and teaches you the 'why' in addition to the 'how.' Using application agnostic step-by-step tutorials, this book teaches you how to model, pose, and texture your creations as well as scenery creation, animation, and rendering. Learn which applications are best for your needs and how you can get started making money in the 3D field. The companion website includes video tutorials, models, project files, and other resources. This book is endorsed by Daz3d.com and includes exclusive Daz3d models.

Search library resources at: <http://210.213.146.180:8080/#section=home>

Visit the library webpage at: <https://www.adzu.edu.ph/library/>

COMPUTER ANIMATION



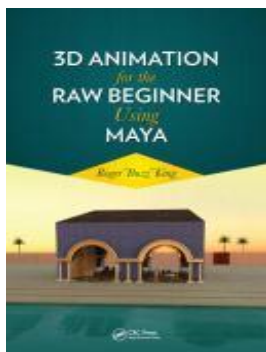
Exploring 3D modeling with 3DS Max 8 (2007)

Till, Steven, James O'Connell.

CO TR 897.7 .T5953 2007

Located in Fr Jose T Bacatan SJ Library – Circulation Section

The book offers a thorough introduction to 3D design, including an overview of the interface and components of Autodesk's® widely used 3ds max software, and the tools and commands that will lead users quickly to proficiency using the latest release.



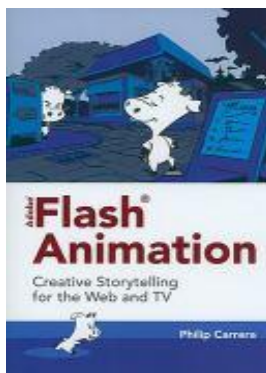
3D animation for the raw beginner using Maya (2015)

King, Roger

CO-R TR 897.72.M39 K56 [2015]

Located in Fr Jose T Bacatan SJ Library – Reference Section

3D Animation for the Raw Beginner Using Maya is an ideal academic textbook as well as a superlative do-it-yourself training manual. When employed as a text, it frees the instructor from the painstaking task of developing step-by-step examples to present Maya's complex interface and basic capabilities. When used for individual study, aspiring animators revel in the book's easy-to-follow, hands-on learning style. Make 3D Animation for the Raw Beginner Using Maya your book of choice for understanding the essential theory and practice of 3D animation.



Adobe flash animation: creative storytelling for the web and TV (2011)

Carrera, Philip.

CO TR 897.7 C37 2011 / CO-DVD TR 897.7 C37 2011

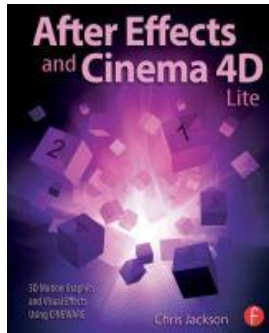
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Whether you're a student of animation, new media or film, or a working professional, this book will teach you from beginning to end, how to create an independent animated film for festival submission, prepare an animatic for TV commercials, and create animated shorts for the web, corporate presentations, lectures, classrooms, digital kiosks, and even mobile devices. Using industry standards and professional tips and tricks you'll be guided step-by-step through the production process. From concept and writing, to animatic preparation, character and background design, animation and export, you'll learn the most efficient methods for preparing your film's assets for delivery to the web or DVD. All Mac users will need Flip4Mac application and the latest version of QuickTime to view the QuickTime movies from the below Samples tab.

Search library resources at: <http://210.213.146.180:8080/#section=home>

Visit the library webpage at: <https://www.adzu.edu.ph/library/>

COMPUTER ANIMATION



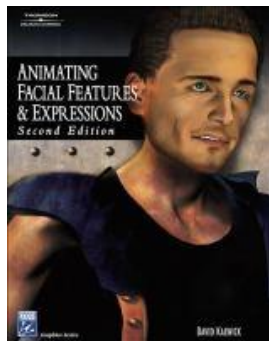
After effects and cinema 4D lite: 3D motion graphics and visual effects using CINEWARE (2015)

Jackson, Chris.

CO TR 897.7 .J329 2015

Located in Fr Jose T Bacatan SJ Library – Circulation Section

One of the most exciting new features in After Effects is the integration of Cinema 4D using the CINEWARE plug-in and a free version of Cinema 4D Lite. Both provide a wide assortment of new 3D tools and options that are difficult or nearly impossible to achieve in After Effects alone. This book clearly demonstrates how the new 3D workflow bridges the two applications together to raise the design bar for motion graphics and broadcast design.



Animating facial features and expressions (2006)

Kalwick, David.

CO TK 897.7 K34 2006 / CO-CD TK 897.7 K34 2006

Located in Fr Jose T Bacatan SJ Library – Circulation Section

This completely updated edition is written to teach 3D artists, designers, and animators how to add realism to their character's expressions. It begins by covering the anatomy of the human head, facial features, and facial muscles and progresses to cover recreating the human face and muscle structure in 3D and making it move in a realistic, believable fashion. It is filled with detailed instruction for lip synching and creating visual expressions for speech and sound under a variety of conditions (sad, happy, stuttering, etc.). It provides visual reference charts of morph targets for weighted human expressions, typical human phonemes, cartoon expressions, facial expressions, and just-for-fun cartoon expressions. This edition includes two new chapters covering 3ds Max and Maya. All of these techniques can also be applied to your own aliens, animals, creatures, and other animated creations. If you want your characters to have truly realistic facial expressions, you'll learn everything you need to know in this indispensable resource.

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COMPUTER ANIMATION



Animating with stop motion pro (2010)

Sawicki, Mark.

CO TR 897.7 S29 2010

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Animating with Stop Motion Pro is comprehensive, hands-on guide to achieving professional results with Stop Motion Pro 7.0 software. Gone are the days of stop motion guesswork and waiting to see the finalized result of your meticulous, labor-intensive animations. With the push of a mouse button and the Stop Motion Pro software, animators have ten times the capability of simple camera stop motion capture. Re-visualize stop motion character movements, graph these movements and composite characters into flawless animations with the techniques and step-by-step tutorials featured in Animating with Stop Motion Pro.



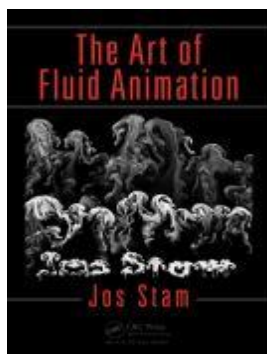
The Art and science of digital compositing techniques for visual effects, animation and motion graphics (2008)

Brinkmann, Ron.

CO T 385 B75 2008

Located in Fr Jose T Bacatan SJ Library – Circulation Section

The classic reference, with over 25,000 copies in print, has been massively expanded and thoroughly updated to include state-of-the-art methods and 400+ all-new full color images!



The Art of fluid animation (2016)

Stam, Jos.

CO TR 897.7 .S73 2016

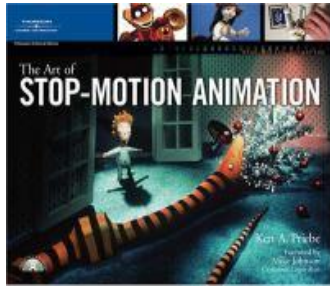
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Fluid simulation is a computer graphic used to develop realistic animation of liquids in modern games. The Art of Fluid Animation describes visually rich techniques for creating fluid-like animations that do not require advanced physics or mathematical skills. It explains how to create fluid animations like water, smoke, fire, and explosions through computer code in a fun manner. The book presents concepts that drive fluid animation and gives a historical background of the computation of fluids. It covers many research areas that include stable fluid simulation, flows on surfaces, and control of flows. It also gives one-paragraph summaries of the material after each section for reinforcement.

Search library resources at: <http://210.213.146.180:8080/#section=home>

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COMPUTER ANIMATION

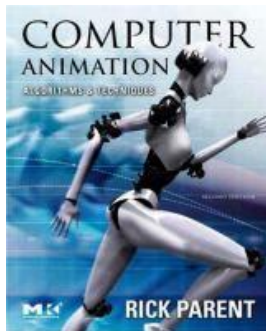


The Art of stop-motion animation (2007)

CO-CD TR 897.5 A78 2007

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Through the magic of stop-motion animation, inanimate objects seem to spring to life. With true artistic passion and finesse, a stop-motion film evokes the nostalgia of childhood when imagination could bring toys to life. Stop-motion retains the art and performance that are the heart and soul of captivating animation. Beginning with a history of stop-motion animation, *The Art of Stop-Motion Animation* takes you on a unique journey - uncovering the origins of this art form and examining what continues to draw viewers to these films. Through several hands-on exercises, you'll learn how to create puppets and how to bring them to life as you create your own stop-motion film. Interviews with industry professionals offer a fascinating, behind-the-scenes look into the undying art form of stop-motion animation.



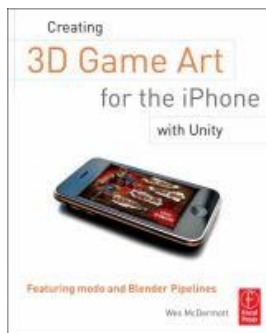
Computer animation: algorithms and techniques (2008)

Parent, Rick.

CO TR 897.7 P37 2008

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Bestselling technical animation guide gets even better!



Creating 3D game art for the iPhone with unity: featuring modo and blender pipelines (2011)

McDermott, Wes.

CO T 385 M33 2011

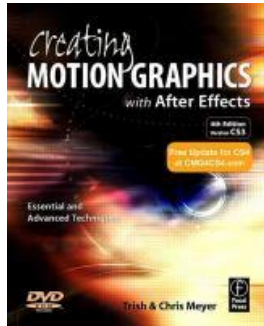
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Revolutionize your iPhone and iPad game development with Unity iOS, a fully integrated professional application and powerful game engine, which is quickly becoming the best solution for creating visually stunning games for Apple's iDevices easier, and more fun for artists. From concept to completion you'll learn to create and animate using modo and Blender as well as creating a full level utilizing the powerful toolset in Unity iOS as it specifically relates to iPhone and iPad game development.

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COMPUTER ANIMATION



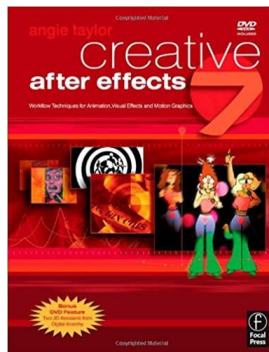
Creating motion graphics with after effects (2008)

Meyer, Trish, Chris Meyer.

CO TR 858 M49 2008 / CO-DVD TR 858 M47 2008

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Creating Motion Graphics 4th Edition has been heavily revised, reuniting the previous two volumes plus adding detailed coverage of new features introduced in After Effects 7 and CS3 Professional to form one massive, essential reference. The enclosed DVD-ROM contains source footage and project files for the numerous exercises which help reinforce each concept. The DVD also includes over 180 pages of additional information, including lengthy Bonus Chapters on Expressions and Effects.



Creative after effects workflow techniques for animation, visual effects and motion graphics (2006)

Taylor, Angie.

CO-DVD TR 858 T39 2006

Located in Fr Jose T Bacatan SJ Library – Circulation Section

You'll learn from a comprehensive survey of the new interface and features, with illustrated techniques for animation, visual effects and motion graphics. Practice exercises to reinforce essential techniques, and continuous projects challenge you with fantastically creative uses of the application. The companion DVD includes everything you'll need to complete the tutorials as well as an array of bonus plug-ins and demo software.



Creative character design (2011)

Tillman, Bryan.

CO NC 825.C4 T55 2011

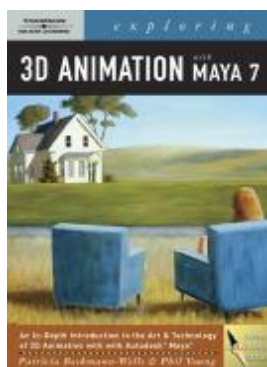
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Create compelling, original characters using archetypes and design elements such as shadows and line with the tips and techniques found in this image-packed book. Bryan Tillman bridges the gap between the technique of drawing characters and the theory of good character design by using case studies, examples of professional art, and literary and pop culture references to teach you how to develop a character, not just draw one. The book also features Character Model Sheets that will guide you through the creation of new and unique characters. Finally, Bryan will break down established character archetypes to show you why and how the different aspects of good character design work. The content on the book is based on Bryan's popular 2009 Comic-Con course on "Character Design."

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COMPUTER ANIMATION



Exploring with 3D animation with Maya 7 (2007)

Beckmann, Patricia.

CO TR 897.7 B43 2007 / CO-CD TR 897.7 E97 2007

Located in Fr Jose T Bacatan SJ Library – Circulation Section

It is all about creating believable 3D animation and visual effects. In addition, this very practical and motivating book, written by two leading animators, delivers the kind of detailed knowledge of Maya® that's needed to make truly lifelike characters.



Exploring with 3D modeling with cinema 4D R9 (2006)

Alley, Tony.

CO T 385 A45 2006 / CO-CD T 385 E97 2006

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Veteran 3D modeling and animation expert Tony Alley introduces the key concepts of building scenes and models using the latest release of Maxon's Cinema 4D, a 3D program embraced by the design community for putting the focus on creative production rather than on learning complex software. Explaining the technology in clear, design-oriented terms, Exploring 3D Modeling with Cinema 4D V9 covers basic modeling techniques, working with materials and textures, lighting, and, rendering. Throughout, the emphasis is on how designers can use Cinema 4D to meet client needs with eye catching scenes and models while exploring their own artistic impulses. Cinema 4D continues to grow in power and popularity in the design community. Its highly customizable graphic user interface is especially easy to learn and makes the software a solid choice for 2D designers making the transition to 3D and for those individuals new to graphic design, computer graphics or 3D.



Flash + after effects (2008)

Jackson, Chris.

CO TR 897.7 J33 2008 / CO-DVD TR 897.7 J33 2008

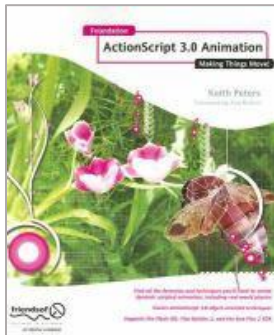
Located in Fr Jose T Bacatan SJ Library – Circulation Section

2 million Flash designers can take their animations to the next level of sophistication with mastery of the After Effects toolset.

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COMPUTER ANIMATION



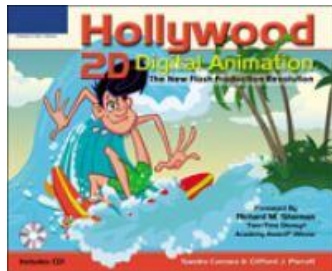
Foundation actionscript 3.0 animation: making things move! (2007)

Peters, Keith.

CO TR 897.7 P48 2007

Located in Fr Jose T Bacatan SJ Library – Circulation Section

This book is the 2nd edition of Keith Peters' best-selling ActionScript animation book, updated to ActionScript 3.0—all of the code has been updated, and some new techniques have been added to take advantage of ActionScript 3.0's new features, including the displaylist and new event architecture.



Hollywood 2D digital animation (2004)

Corsaro, Sandro

CO-R TR 807.7 A54 2003 / CO-CD TR 807.7 H64 2004

Located in Fr Jose T Bacatan SJ Library – Reference Section

Digital animation, particularly using Flash, is primed to take Hollywood/TV by storm in the Fall with two feature films and three television shows underway. This book describes why Flash is the future of broadcast animation. As the future of 2D animation, the knowledge provided to the reader by this book will be a necessity for animators, producers, and executives. Author, Sandro Corsaro, is currently working on a feature film, "Lil' Pimp", for Sony Pictures done 100% in Flash, and has worked on two animated films for Warner Bros, "The Iron Giant" and "Osmosis Jones". Corsaro provides rare insight for many budding animators stemming from his consulting and connections with numerous studio executives. The book explains Flash animation and shows its direct correlation to real-world scenarios that animators experience at studios including budgets, schedules, salaries, labor issues and production flow.



Inside Maya 5 (2004)

CO-CD TR 897.7 I57 2004

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Maya is a very powerful application. Before artists can create and share their ideas and visions, they must understand its complicated tools and learn to harness its power. This book helps you develop an understanding of Maya's many tools. It covers topics such as using Maya in the digital studio pipeline; MEL and the Maya API; and others.

Search library resources at: <http://210.213.146.180:8080/#section=home>

Visit the library webpage at: <https://www.adzu.edu.ph/library/>

COMPUTER ANIMATION



Introducing Autodesk Maya 2016 (2015)

Derakhshani, Dariush.

CO TR 897.7.M39 2015

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Introducing Autodesk Maya 2016 is the official guide to the most popular and complex 3D application on the market. Building from the ground up, this book combines straightforward text with practical examples that make it easy to absorb the basics and start designing and animating your own digital models and scenes. The tutorials offer realistic challenges and clear explanations, laid out in fun, step-by-step lessons that help you gain confidence and learn by doing. You'll delve into CG and 3D core concepts and production workflows, then get right to work designing an animation of the solar system as you learn the interface and basic tools. As your modeling skills grow, you'll build a steam locomotive, a starfish, a table lamp, and much more as you learn to rig your model for animation, create fabric motion with nCloth, and add the lighting and effects that bring your scenes to life. The companion website features downloadable project files that help you see how the pros do it, and the book includes real-world examples from talented users who were beginners just like you.



An Introduction to digital multimedia (2014)

Savage, T.M., K.E. Vogel.

CO QA 76.575 .S28 2014

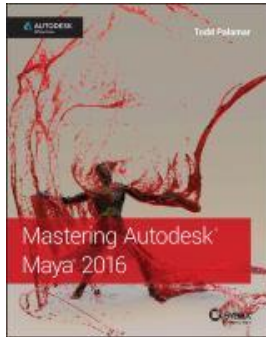
Located in Fr Jose T Bacatan SJ Library – Circulation Section

A powerful and accessible tool of creative expression, digital multimedia requires a broad platform of practical skills in the use of specific software and hardware, including operating systems, media editing programs, authoring applications, and software utilities. An Introduction to Digital Multimedia is a comprehensive and approachable text that is both an invaluable resource and an excellent introduction to computing, computer hardware, software, and digital data. The second edition has been revised to reflect the continuing evolution of multimedia technologies with updated discussions of hardware and software including developments in mobile platforms and user interfaces. Full-color plates assist students in understanding key concepts presented throughout the text. Discussions of the multimedia development process and the issues faced by media professionals prepare students for careers in this rapidly-expanding and creative field. This comprehensive and highly accessible text is ideal for introductory courses in two- and four-year institutions, and is also an excellent reference for more advanced students.

Search library resources at: <http://210.213.146.180:8080/#section=home>

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COMPUTER ANIMATION



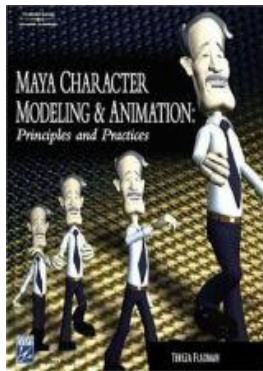
Mastering Autodesk Maya 2016

Palamar, Todd.

CO TR 897.7 .P35 2016

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Mastering Autodesk Maya 2016 is your professional hands-on coverage to getting the most out of Maya.



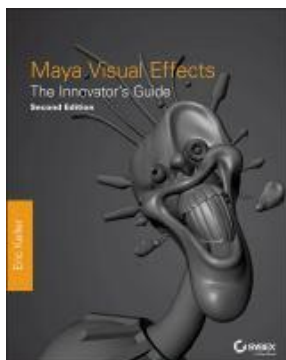
Maya character modeling and animation principles and practice (2007)

Flaxman, Tereza.

CO TR 897.7 F52 2007 / CO-CD TR 897.7 F72 2007

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Maya Character Modeling and Animation: Principles and Practice is for beginning- to intermediate-level designers and 3D artists who want to learn 3D character modeling and animation using Maya® 8. The book covers the theory and practice of modeling and animation from pre-production to final body and facial animation. It explains why things are done and not just which buttons to push. The text uses a series of projects to teach you how to model, rig, and animate your own characters. The focus is on how to create professional-quality, compelling animations. The companion CD-ROM contains all the files supporting the exercises in the book, including complete Maya projects, rendered QuickTime movies to illustrate concepts, and fully rigged NURBS and polygon character models. If you are ready to take on the challenge of animation, this is the book for you. You will find all the insights and techniques you need to start animating your own characters!



Maya visual effects: the innovator's guide (2013)

Keller, Eric.

CO-R TR 897.7 K45 2013

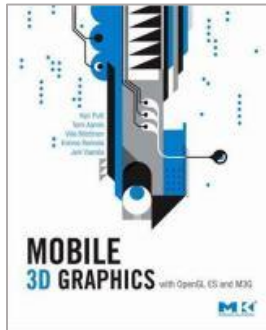
Located in Fr Jose T Bacatan SJ Library – Reference Section

Create innovative CG solutions with Maya and this creative guide. Professional Maya artists have to think on their feet. It's nothing for them to receive just vague sketches or incomplete ideas of what the studio wants and have to come up with something brilliant.

Search library resources at: <http://210.213.146.180:8080/#section=home>

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COMPUTER ANIMATION

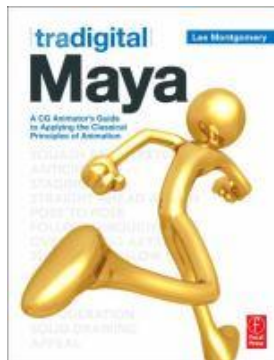


Mobile 3D graphics with OpenGL ES and M3G (2008)

CO T 385 M63 2008

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Teaches readers to create cool 3D graphics on the hottest new cell phones, portable gaming devices, and cutting-edge mobile electronics.



Tradigital maya: a CG animator's guide to applying the classic principles of animation (2012)

Montgomery, Lee.

CO TR 897.7 M66 2012

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Explore Disney's 12 principles of animation, while learning how to animate in Maya. You can develop your own leading digital techniques rooted to traditional workflows. From squash and stretch to timing and appeal, you will enhance your creative toolset with strong classics training and cutting edge techniques. Trusted Maya Authority, Lee Montgomery offers the only artistic guide to applying the principles of traditional animation with Maya's tools, which are used in production by the best animators and VFX artists today. Add another webpage to your favourites and expand your digital workflow to include the practical resources of the Tradigital Maya with the robust companion web site that include demonstrations, project files, links to further resources, available at www.tradigitalmaya.com.



Alice in action: computing through animation (2007)

Adams, Joel.

CO TR 897.7 A33 2007

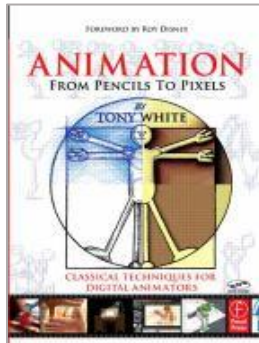
Located in Fr Jose T Bacatan SJ Library – Circulation Section

This six-chapter supplementary text uses Alice, a three-dimensional virtual reality authoring system, to make programming easy and fun for the beginning student.

Search library resources at: <http://210.213.146.180:8080/#section=home>

Visit the library webpage at: <https://www.adzu.edu.ph/library/>

COMPUTER ANIMATION



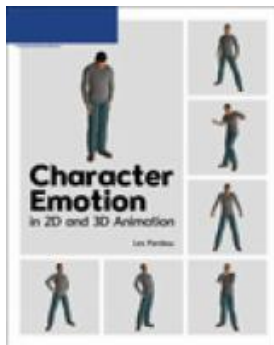
Animation: from pencils to pixels : classical techniques for digital animators (2006)

White, Tony

CO TR 897.7 W45 2006

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Giving todays digital animators all the lessons they never had, this book includes a comprehensive DVD containing a full version of the authors film "Endangered Species," which showcases the great and classic moments of animations history.



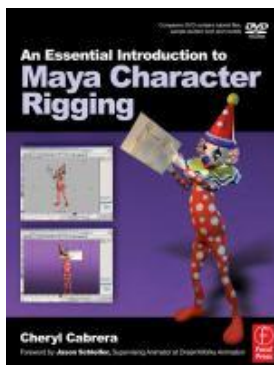
Character emotion in 2D and 3D animation (2008)

Pardew, Les.

CO TR 897.7 P37 2008

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Learn how to animate emotion in your characters and add drama to your animation! Character Emotion in 2D and 3D Animation deals specifically with body language, facial expressions, emotional reactions, and other methods of giving characters emotion. It also deals with adding emotion and drama to a scene or setting. A majority of animation books cover emotion as a side element. Character emotion is a major element that plays a vital role in the believability of the character. Character Emotion in 2D and 3D Animation offers comprehensive coverage of the techniques that can help you create believable emotion in your characters.



An Essential introduction to Maya character rigging (2008)

Cabrera, Cheryl.

CO TR 897.7 C32 2008

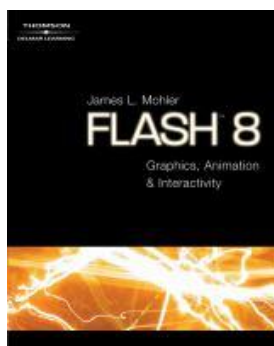
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Discover the concepts and techniques required to rig engaging CG character models with Maya in this unique book and DVD package. The stunning color images show just what you can achieve, and the detailed step-by-step tutorials show exactly how to achieve them.

Search library resources at: <http://210.213.146.180:8080/#section=home>

Visit the library webpage at: <https://www.adzu.edu.ph/library/>

COMPUTER ANIMATION



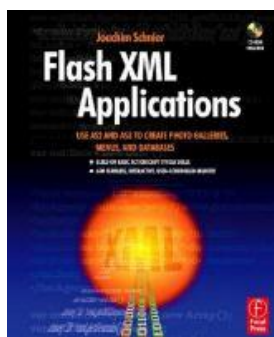
Flash 8: graphics, animation, and interactivity (2006)

Mohler, James L.

CO T 385 M63 2006 / CO-DVD T 385 M63 2006

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Designed to help users understand in detail how Flash works, the exercises and examples contained on the CD--when combined with the written material--provide the best of both worlds by teaching and showing. The text includes chapters on graphic techniques, bitmap graphic integration, typography and text, symbols, libraries, sound, animation, interactive techniques, and ActionScript.



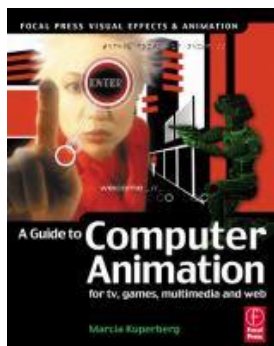
Flash XML applications: use AS2 and AS3 to create photo galleries, menus, and databases (2008)

Schnier, Joachim.

CO TR 897.7 S36 2008

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Flash applications are essential delivery mechanisms for seamless, user controlled delivery of content produced by 2 million Flash developers for 98% of the world's computers.



A Guide to computer animation for tv, games, multimedia and web (2002)

Kuperberg, Marcia.

CO TR 897.5 .K82 2002

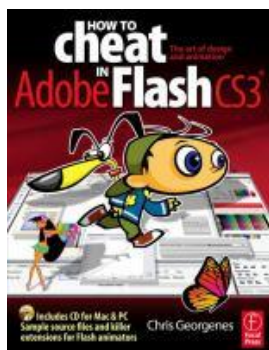
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Any questions you have about 2D or 3D animation in this new digital age are answered in this comprehensive guide for all budding digital animators, games artists and media production students. It is lavishly illustrated with inspirational colour throughout to show you what you can achieve. Whether you want to create moving digital imagery for TV, computer games, or new media you need to understand the production and creative processes, the constraints of each and how they fit together. Ensure you have all you need at your fingertips to compete in this fast-moving arena with this unique book and web package. www.guide2computeranimation.com provides the moving imagery outcomes of some of the animation discussed in the case studies chapter, where top FrameStore-CRC and 3 Ring Circus creatives give you their invaluable behind the scenes perspectives.

Search library resources at: <http://210.213.146.180:8080/#section=home>

Visit the library webpage at: <https://www.adzu.edu.ph/library/>

COMPUTER ANIMATION



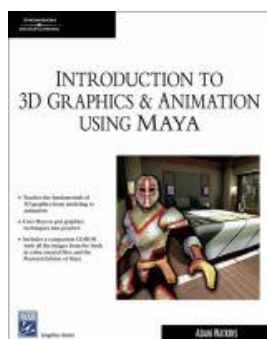
How to cheat in Adobe Flash CS3: the art of design and animation (2008)

Georgenes, Chris.

CO-R TR 897.7 G46 2008

Located in Fr Jose T Bacatan SJ Library – Reference Section

"Need to solve problems quickly to develop creative projects to time and to budget? Want to hone your Flash skills so you can concentrate on your animation? Then How to Cheat in Flash is for you! Chris Georgenes shows how to work from the problem to the solution - from the viewpoint of an animator who has been commissioned to create a job and is working to a deadline."--BOOK JACKET.



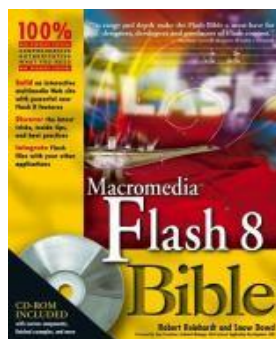
Introduction to 3D graphics & animation using Maya (2006)

Watkins, Adam.

CO TR 897.7 W38 2006

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Written for designers, students, and hobbyists, Introduction to 3D Graphics and Animation Using Maya explores the fundamentals of 3D. Through a variety of practical tutorials, users learn everything they need to know about the techniques and theory behind modeling, rendering, UV editing and layout, texturing, lighting, animation, and character animation. And using Maya, one of today's most powerful and popular tools, they'll learn how to use the power of this program with their new 3D knowledge. Each chapter includes practical, easy-to-follow tutorials that not only teach how to do a technique, but also explain the why behind them. By using this approach, users know why they did a specific technique and how it ties into the overall goals of the project. At the end of each chapter there are also exercises for additional practice.



Macromedia flash 8 bible (2006)

Reinhardt, Robert.

CO-R TR 897.7 R44 2006

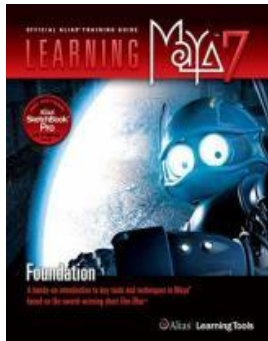
Located in Fr Jose T Bacatan SJ Library – Reference Section

Written by two of the industry's top Flash experts, this new edition of the best-selling classic has been revised and enhanced to cover the very latest release of Macromedia Flash. User-friendly, yet in-depth this is the book that serves as an indispensable reference for anyone -- from the web novice to the accomplished web worker -- and functions as the perfect, real-world guide to the workings and capabilities of this powerful program.

Search library resources at: <http://210.213.146.180:8080/#section=home>

Visit the library webpage at: <https://www.adzu.edu.ph/library/>

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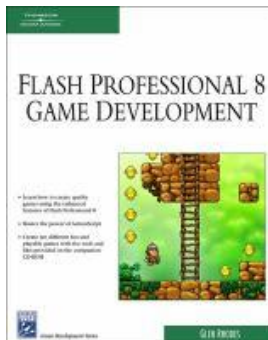


Learning Maya 7 / foundation (2005)

CO TR 897.7 L42 2005

Located in Fr Jose T Bacatan SJ Library – Circulation Section

This exceptional, full-color Maya Press title - produced by Alias, the software's creators - is a comprehensive mid-cycle revision that uses the award-winning short film Blue as the basis for the book's all-new hands-on tutorials. Artists, students, educators, and hobbyists will appreciate this book's comprehensible coverage of 3D and Maya basics. Project-focused lessons use actual production files from the film Blue to teach you most of the tools available in Maya Complete. The companion DVD includes instructor-led tutorials, scene files, artist interviews, and Maya PLE.



Macromedia flash professional 8 game development (2007)

Rhodes, Glen.

CO QA 76.76.C6 R46 2007

Located in Fr Jose T Bacatan SJ Library – Circulation Section

If you want to take your Flash Professional 8 skills to a new level while learning how to produce games that rival anything available on the web, this is the book for you. Macromedia Flash Professional 8 Game Development is written by a professional game developer. Using the power of Flash and the most recent advancements in ActionScript, the book progresses through the entire development process to teach programmers and Web developers how to create professional quality games quickly. It teaches techniques for producing fast 3D effects that can be used with "cheat" techniques to produce powerful, high-performance results. It details the actual science of game development, including design, character development, the physics and motion of a game, and audio issues. And in this new edition, all of the latest features of Flash Professional 8 are covered, including the new sound channels, bitmap caching, texture pages, and more. The book covers many advanced topics in a simple, easy to understand way. It emphasizes the incredible power of the new BitmapData class and teaches how it can be used to take the performance of Flash games to a whole new level. It has never been easier to get right down to the pixel level and manipulate things at blazing speeds, making previously impossible games a breeze to make.

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Visit the library webpage at: <https://www.adzu.edu.ph/library/>

COMPUTER ANIMATION



Maya visual effects: the innovator's guide (2007)

Keller, Eric.

CO TR 897.7 K44 2007

Located in Fr Jose T Bacatan SJ Library – Circulation Section

Create Dazzling Maya Visual Effects Out of Thin Air If you need to create stunning effects on a tight deadline for finicky clients and demanding art directors, this book is for you.



Web animation start here: all that you need to create your own fantastic web animations (2003)

Davis, Graham.

CO TR 897.7 D38 2003

Located in Fr Jose T Bacatan SJ Library – Circulation Section

This invaluable series offers simple and practical insights into the field of web design. Each book gives absolutely unrivaled coverage of a specific aspect of computer work, with surefire techniques that will save hours of work and make the job simpler. It's across the board coverage for anyone wanting to manage a website with style and panache!



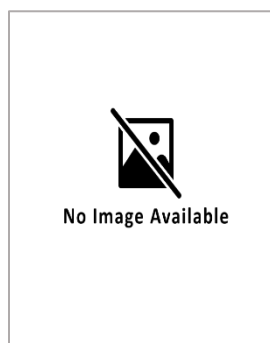
Web design start here!: all that you need to create your own fantastic websites (2004)

Nettleton, Nick.

CO-R TK 5105.888 W42 2004

Located in Fr Jose T Bacatan SJ Library – Reference Section

This book takes you from beginner to web design expert with highly illustrated, easy to follow projects. At the end of the first project you will have your first web page online. By the end of the book, you'll have discovered all the major software packages, and learned about design, graphics, typographical tricks, and even animation.



Movie making, animation and multimedia: with MS moviemaker and adobe flash (2008)

Marcelo, Antoinette R.

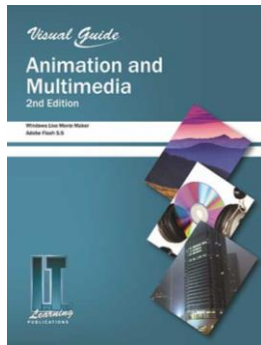
CO-FI-R TR 807.7 M37 2008

Located in Fr Jose T Bacatan SJ Library – Filipiniana Section

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Visit the library webpage at: <https://www.adzu.edu.ph/library/>

COMPUTER ANIMATION

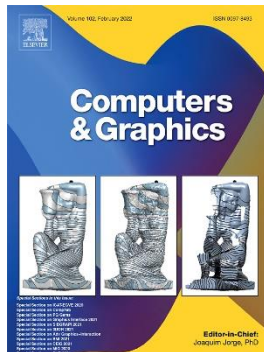


Visual guide: animation and multimedia (2010)

Jemma Development Group.

CO-FI TR 807.7 V57 2010

Located in Fr Jose T Bacatan SJ Library – Filipiniana Section

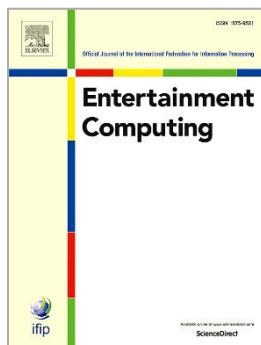


Computers & Graphics

Full-text available from 1975 to present

Available in ScienceDirect E-journals

Computers & Graphics has an open access sister journal Graphics and Visual Computing, sharing the same editorial team and rigorous peer review. Computers & Graphics provides a medium to communicate information concerning interactive CG and CG applications. The journal focuses on interactive computer graphics, visualization and novel input modalities including virtual environments, and, within this scope, on graphical models, data structures, languages, picture manipulation algorithms and related software.



Entertainment Computing

Full-text available from 2009 to present

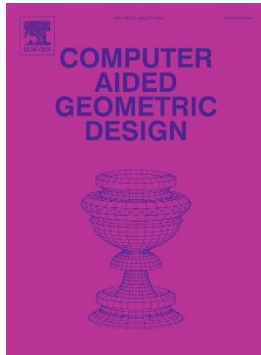
Available in ScienceDirect E-journals

Entertainment Computing publishes original, peer-reviewed research articles and serves as a forum for stimulating and disseminating innovative research ideas, emerging technologies, empirical investigations, state-of-the-art methods and tools in all aspects of digital entertainment, new media, entertainment computing, gaming, robotics, toys and applications among researchers, engineers, social scientists, artists and practitioners. Theoretical, technical, empirical, survey articles and case studies are all appropriate to the journal.

Search library resources at: <http://210.213.146.180:8080/#section=home>

Visit the library webpage at: <https://www.adzu.edu.ph/library/>

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Computer Aided Geometric Design

Full-text available from 1984 to present

Available in Science Direct E-journals

The journal Computer Aided Geometric Design is for researchers, scholars, and software developers dealing with mathematical and computational methods for the description of geometric objects as they arise in areas ranging from CAD/CAM to robotics and scientific visualization. The journal publishes original research papers, survey papers and with quick editorial decisions short communications of at most 3 pages. The primary objects of interest are curves, surfaces, and volumes such as splines (NURBS), meshes, subdivision surfaces as well as algorithms to generate, analyze, and manipulate them.

New approach to camerawork skills education for 3D/S3D computer graphics animation (2016)

Ayumi Miyaia, Yasushi Yamaguchi

Computers & Graphics, Vol. 59, October 2016, pp. 119-129

Available in ScienceDirect E-articles

A survey on the animation of signing avatars: From sign representation to utterance synthesis (2020)

Lucie Naert, Caroline Larboulette, Sylvie Gibet

Computers & Graphics, Vol. 92, November 2020, pp. 76-98

Available in ScienceDirect E-articles

A survey of medical animations (2020)

Bernhard Preim, Monique Meuschke

Computers & Graphics, Vol. 90, August 2020, pp. 145-168

Available in ScienceDirect E-articles

Real-time animation of human characters' anatomy (2018)

Aaron Sujan, Juan Jose, Casafanra, Antoine Serrurier, Marcos Garcia

Computers & Graphics, Vol. 74, August 2018, pp. 268-277

Available in ScienceDirect E-articles

Does observing hand actions in animations and static graphics differentially affect learning of hand-manipulative tasks? (2019)

Björn B.de Koning, Nadine Marcus, Birgit Brucker, Paul Ayres

Computers & Education, Vol. 141, November 2019, 103636

Available in ScienceDirect E-articles

Search library resources at: <http://210.213.146.180:8080/#section=home>

Visit the library webpage at: <https://www.adzu.edu.ph/library/>

COMPUTER ANIMATION

A novel parallax engine for animation using hybrid graphics software (2018)

Sunil Kr.Jha, Stefan Shorko

Entertainment Computing, Vol. 27, August 2018, pp. 188-193

Available in ScienceDirect E-articles

Grammar-based procedural animations for motion graphs (2019)

Edoardo Carra, Christian Santoni, Fabio Pellacini

Computers & Graphics, Vol. 78, February 2019, pp. 97-107

Available in ScienceDirect E-articles

A Method for Group Animation Based on Artificial Life (2017)

Wu Tongtong Zhou Guohui

Procedia Computer Science, Vol. 107, 2017, pp. 129-134

Available in ScienceDirect E-articles

DiLight: Digital light table – Inbetweening for 2D animations using guidelines (2017)

Leonardo Carvalhoa, Ricardo Marroquima, Emilio Vital Brazilb

Computers & Graphics, Vol. 65, June 2017, pp. 31-44

Available in ScienceDirect E-articles

Art-directed watercolor stylization of 3D animations in real-time (2017)

S.E. Montesdeoca, H.S. Seah, H.-M.Rall, D. Benvenutic

Computers & Graphics, Vol. 65, June 2017, pp. 60-72

Available in ScienceDirect E-articles

Making and animating transformable 3D models (2016)

Yi-Jheng Huang, Shu-Yuan Chan, Wen-Chieh Lin Shan-Yu Chuang

Computers & Graphics, Vol. 54, February 2016, pp. 127-134

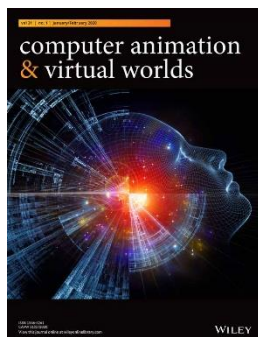
Available in ScienceDirect E-articles

A 3D+t Laplace operator for temporal mesh sequences (2016)

Victoria Fernández Abrevaya, Sandeep Manandhar, Franck Hétroy-Wheeler, Stefanie Wuhrer

Computers & Graphics, Vol. 58, August 2016, pp. 12-22

Available in ScienceDirect E-articles



Computer Animation & Virtual Worlds

Full-text available from 1990 to present

Available in EBSCO E-journals

Includes topics that range from scenario making to postproduction for those who apply animation techniques to science and art.

Search library resources at: <http://210.213.146.180:8080/#section=home>

Visit the library webpage at: <https://www.adzu.edu.ph/library/>

COMPUTER ANIMATION

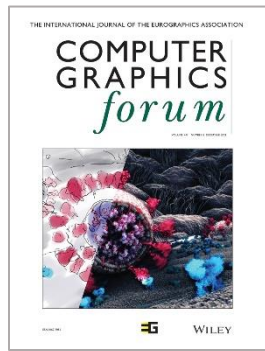


Computer Graphics World

Full-text available from 1995 to present

Available in EBSCO E-journals

Articles, review articles and commentary on various aspects of computer graphic modeling and creation. The leading magazine devoted to the broad spectrum of computer graphics technology.



Computer Graphics Forum

Full-text available from 1995 to present

Available in EBSCO E-journals

Computer Graphics Forum is the leading journal for in-depth technical articles on computer graphics. The rapid publication of articles allows readers to keep up to date with new debates and topics of research. The journal features a lively mix of original research, computer graphics applications, conference reports, state-of-the-art surveys and workshops.

The Use of Computer-Generated Animations and Simulations at trial (2016)

Webster, Victoria, Bourn, Fred E. III

Defense Counsel Journal, Vol. 83, Issue 4 (October 2016), pp. 439-459

Available in EBSCO E-articles

Effects of Computer Animation Instructional Package on Students' Achievement in Practical Biology (2017)

Hamzat, Abdulrasaq, Bello, Ganiyu, Abimbola, Isaac Olakanmi

Cypriot Journal of Educational Sciences, vol. 12 no. 4, pp. 218-227, 2017.

Available in EBSCO E-articles

Design and Research of Interactive Animation of Immersive Space Scene Based on Computer Vision Technology (2021)

Wu, Shan, Liu, Hubin, Xu, Qi, Liu, Yulong

Mathematical Problems in Engineering. Annual, 2021, Vol. 2021

Available in EBSCO E-articles

Search library resources at: <http://210.213.146.180:8080/#section=home>

Visit the library webpage at: <https://www.adzu.edu.ph/library/>

COMPUTER ANIMATION

Effectiveness of Computer Animation Instructional Package on Academic Achievement of Senior Secondary School Agricultural Science Students in Animal Physiology in Minna, Nigeria (2016)

FALODE, O. C. [and four others]

Bulgarian Journal of Science & Education Policy. 2016, Vol. 10 Issue 1, pp. 5-18.

Available in EBSCO E-articles

Effects of Lecture Method Supplemented with Music and Computer Animation on Senior Secondary School Students' Academic Achievement in Electrochemistry (2016)

Akpoghol, T. V. [and four others]

Journal of Education and Practice, vol. 7 no. 4, pp. 75-86 2016.

Available in EBSCO E-articles

Integration and Application of Animation Production Simplification in a VR Virtual Reality (2016)

Yuanyuan Ji, Shengfang Zhang

International Journal of Emerging Technologies in Learning. 2016, Vol. 11 Issue 10, pp. 37-41.

Available in EBSCO E-articles

Computer animation data management: Review of evolution phases and emerging issues (2016)

Liang, Hui, Sit, Jason, Chang, Jian, Zhang, Jian Jun

International Journal of Information Management. Dec 2016 Part A, Vol. 36 Issue 6, pp. 1089-1100.

Available in ScienceDirect and EBSCO E-articles

The Effect of Discovery Learning Model Using Concept Map and Computer Animation on Student Learning Outcomes in Hydrocarbon Material (2020)

Simangunsong, Anita Debora

IJECA (International Journal of Education and Curriculum Application); Vol 3, No 2 (2020): August; 130-135; 2614-3380

Available in EBSCO E-articles

Application of Lie Algebras in Computer Animation (2020)

Hasan-Zadeh, Atefeh

Asian Journal of Applied Sciences; Vol. 8 No. 5 (2020): October 2020; 2321-0893

Available in EBSCO E-articles

The Essential Role of Computer Animation in Teaching Technical Courses (2019)

Gandharva Sehgal

International Journal of Multidisciplinary 4(3) 82-84

Available in EBSCO E-articles

High-quality compatible triangulations and their application in interactive animation (2018)

Liu, Zhiguang, Zhou, Liuyang, Leung, Howard, Shum, Hubert P. H.

Computers & Graphics, Nov 2018, Vol. 76, pp. 60-72.

Available in EBSCO E-articles

Search library resources at: <http://210.213.146.180:8080/#section=home>

Visit the library webpage at: <https://www.adzu.edu.ph/library/>

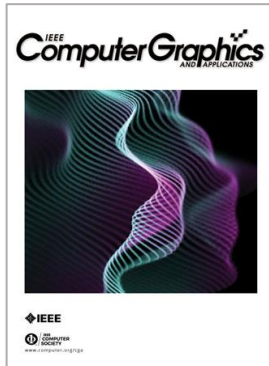
COMPUTER ANIMATION

Synthesizing Character Animation with Smoothly Decomposed Motion Layers (2020)

Eom, Haegwang [and five others]

Computer Graphics Forum, Feb 2020, Vol. 39 Issue 1, pp. 595-607

Available in EBSCO E-articles



IEEE Computer Graphics and Applications

Full-text available from 1983 to 2016

Available in eLibraryUSA (Gale Academic OneFile) E-journals

Magazine addressing the interests and needs of professional designers and users of computer graphics hardware, software, and systems.



The Visual Computer: International Journal of Computer Graphics

Full-text available from 1999 to present

Available in eLibraryUSA (Gale Academic OneFile) E-journals

The Visual Computer publishes articles on all research fields of capturing, recognizing, modelling, analysing and generating shapes and images.



Foundations and Trends in Computer Graphics and Vision

Full-text available from 2005 to 2007

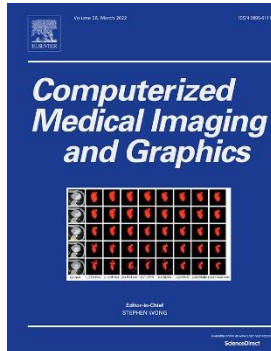
Available in eLibraryUSA (Gale Academic OneFile) E-journals

Publishes high-quality survey and tutorial monographs related to the field of computer graphics and vision.

Search library resources at: <http://210.213.146.180:8080/#section=home>

Visit the library webpage at: <https://www.adzu.edu.ph/library/>

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Computerized Medical Imaging and Graphics

Full-text available from 1995 to present

Available in ScienceDirect and elibraryUSA (Gale Academic OneFile) E-journals

The purpose of the journal Computerized Medical Imaging and Graphics is to act as a source for the exchange of research results concerning algorithmic advances, development, and application of digital imaging in disease detection, diagnosis, intervention, prevention, precision medicine, and population health. Included in the journal will be articles on novel computerized imaging or visualization techniques, including artificial intelligence and machine learning, augmented reality for surgical planning and guidance, big biomedical data visualization, computer-aided diagnosis, computerized-robotic surgery, image-guided therapy, imaging scanning and reconstruction, mobile and tele-imaging, radiomics, and imaging integration and modeling with other information relevant to digital health.



Computer Gaming World

Full-text available from 1990 to 2006

Available in elibraryUSA (Gale Academic OneFile) E-journals

Magazine for computer game enthusiasts.

The use of computer-generated animations and simulations at trial (2016)

Victoria Webster and Bourn, Fred E. (Trey), III

Defense Counsel Journal (Vol. 83, Issue 4)

Available in elibraryUSA (Gale Academic OneFile) E-articles

Three-dimensional computer graphic animations for studying social approach behaviour in medaka fish: Effects of systematic manipulation of morphological and motion cues (2017)

Tomohiro Nakayasu, Masaki Yasugi, Soma Shiraishi, Seiichi Uchida, and Eiji Watanabe

PLoS ONE (Vol. 12, Issue 4)

Available in elibraryUSA (Gale Academic OneFile) E-articles

Search library resources at: <http://210.213.146.180:8080/#section=home>

Visit the library webpage at: <https://www.adzu.edu.ph/library/>

COMPUTER ANIMATION

EFFECT OF COMPUTER BASED ANIMATIONS ON LEARNING OF PHYSIOLOGY (2017)

Pakistan Armed Forces Medical Journal (Issue 2)

Available in elibraryUSA (Gale Academic OneFile) E-articles

Comparison of Animation and Static-picture based Instruction: Effects on Performance and Cognitive Load for Learning Genetics (2018)

Chi Yang, Chun-Hui Jen, Chun-Yen Chang, and Ting-Kuang Yeh

Educational Technology & Society (Vol. 21, Issue 4)

Available in elibraryUSA (Gale Academic OneFile) E-articles

Emotional Semantic Recognition of Visual Scene in Flash Animation (2018)

Shi Lin, Xu Zhenguo, and Meng Xiangzeng

Journal of Control Science and Engineering (Vol. 2018)

Available in elibraryUSA (Gale Academic OneFile) E-articles

Integrating Animated Computational Fluid Dynamics into Mixed Reality for Building-Renovation Design. (2020)

Yuehan Zhu, Tomohiro Fukuda, and Nobuyoshi Yabuki

Technologies (Vol. 8, Issue 1)

Available in elibraryUSA (Gale Academic OneFile) E-articles

The virtual lover: variable and easily guided 3D fish animations as an innovative tool in mate-choice experiments with sailfin mollies-II. Validation. (2017)

Stefanie Gierszewski, [and five others]

Current Zoology (Vol. 63, Issue 1)

Available in elibraryUSA (Gale Academic OneFile) E-articles

The Computer-Animated Film: Industry, Style and Genre. (2020)

Paul Taberham

The Journal for Movies and Mind (Vol. 14, Issue 2)

Available in elibraryUSA (Gale Academic OneFile) E-articles

FMX 2019: Conference on Animation, Effects, Games and Immersive Media; 26th Stuttgart International Festival of Animated Film. (2019)

Julia Bradshaw

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Related terms:	Anime (Animation) Animation (Cinematography) Animation software Motion capture (Cinematography) Matchmoving (Cinematography)
Used for:	CGI (Computer-generated imagery) Animation, Computer Animated cartoons by computer Computer animation Computer assisted film making Computer generated images (Motion pictures) Computer-generated animation

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