

Powerful Tips for 3D Animations

5 Enlightening Articles about 3D Animation

Compiled by: C. McKine

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Article#1

Age of 3D Animation

By [Deep Raj](#)

The art of creating and moving images with the use of computer is generally termed as 3D Animation. The era of animation can be dated back to the early nineties when the first 3D animation film "Toy Story" was created. With the passage of time there was tremendous transformation and many more movies were created.

The power and effectiveness of the animation became apparent when "Jurassic Park" hit the cinema screen in 1993 and was a wonder. The most powerful animal, "the dinosaur" was brought to life. It has certainly brought about a revolution and there is hardly any area where it is not playing a pivotal role. It has increased the popularity of computer animation. There are several reasons for its popularity; few important ones are spelled out in the paragraph as follow.

The crystal clear images can be revealed in a very short period of time and the impact created is just unimaginable. It is true to say that concepts and ideas which are not easy to be expressed in words or even through illustrations can not only be created easily but also analyzed from different perspectives. The dimensional feature of 3D Animation is where its true power lies and its ability to portray movement is exceptional. A huge amount of scientific data of movements is combined and presented in a simplistic manner. An advantaged tagged of this attribute of is that it creates a long lasting impact on the memory and the viewer tends to retain the image for a much longer time and that too with accuracy.

It is a fine communicating tool which offers more information at a faster rate presents complex concepts in a simplified manner and also helps turn an idea or even a hint into reality. Recreation of any event, expensive or dangerous to reproduce, is possible through this technology. Fine examples of this would be an air crash, demolition of buildings or creation of colonies. In today's age photo-realistic effects are possible by using virtual light sources from different angles with a fine blend of reflection, transparency and shadowing. One big area where it is bringing about a huge and fast transformation is Architecture. The 3-dimensional models are more accurate and make it easier to see and study the possible relationship of the buildings with the environment.

In the age of animation there is no limit in so far as the software packages are concerned. You can find several packages in the market but the main and only problem that there are far too

many and there are endless companies who have created their own packages on the pretext that the ones available don't suit their purpose. However, there are still a few standardized ones. The first and the most familiar one that comes to mind is 'Alias Maya'. It is software which allows you to create models, texture and animate, with them and lots more. Another package which stands a rival to 'Alias Maya' is '3DS max', it is a package with almost the same facilities that one would find in 'Alias Maya' its advantage is that it allows you to from 'Maya' to '3DS max' and vice-versa. A few other software packages are Cinema 4D, Body shop, Light ware 3D and many more.

The future of 3D Animation is far reaching there are going to be more and more, different areas where it is going to bring about a radical change. However, one area of challenge for it is a photorealistic animation of humans. As of now animals, fantasy characters, robots or cartoon like humans are shown but time is not far off when you will certainly see it progressing in these areas too.

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Article Source: http://EzineArticles.com/?expert=Deep_Raj

Article #2

How Does Computer Animation Work?

By [Emily A. Johnson](#)

Animation has significantly improved over the years, from the old two-dimensional cartoons of old to the amazing, and often believable, three-dimensional animation that can now be seen in many movies.

So, how does computer animation work? In a nutshell, 3D animation is created by using a computer to "give life" to static images. In other words, by quickly running through a sequence

of images, a computer can appear to make static objects move. This article will explain the basics of how computer animation works.

How Does Computer Animation Work?

There are 2 types of computer animation. The first is called computer assisted animation and the second type is computer generated animation. There are differences between the two, the most significant being that computer assisted animation creates 2 dimensional, commonly referred to as 2D, images. Computer generated animation creates 3 dimensional, or 3D, objects.

The other major difference is that in computer assisted creation, the artist will draw the original 2D objects either on paper or with the help of a computer. In computer generated graphics, the computer does all of the work, since it's not possible to create this type of dimension using pencil and paper.

In traditional animation, an artist first draws out his objects, scenes and characters in a sequence. Next, he places the most important elements of the sequence in an outline. These are known as keyframes. Each keyframe represents a significant point of time in the final sequence.

Originally, junior animators were then called in to draw the parts of the sequence between these keyframes, thus creating one continuous sequence. Creating these cells, or frames, which fill the gaps between the keyframes is referred to as tweening.

With computer assisted animation, tweening is done by the computer using advanced mathematical algorithms to create a smooth, animated sequence. In computer generated animation, the entire process is done by the computer, from the beginning drawing to the final animation sequence.

What Kind of Software Is Needed to Create 3D Animation?

Today's computer animators use sophisticated software programs to generate 3D images and graphics. A few of the most popular 3D animation software programs are Maya, 3D Max and Poser. These programs are used by amateur animators and professional artists alike. Unfortunately, the cost of these programs is completely out of reach for the average person. Many of them cost \$5000 or more! Thankfully, there are few cheaper options, including free software, available for aspiring animators to learn with.

Want to learn how to create your own computer animations, but can't afford the software, and don't know where to start? Visit my website to learn about an easy to use, inexpensive 3D

animation software program [<http://www.best3danimationsoftware.info/>] that comes with comprehensive training materials.

For under \$80, you will have the software, over 6 hours of video training and over 200 pages of written tutorials. You can create your own 3D animations [<http://www.best3danimationsoftware.info/>] in as little as an hour!

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Article # 3

Design 3D Animations - What Will I Need?

By [Justin L Sternad](#)

As a hobby or as a career, 3D animation has had some exciting advancements over the years. As a result of advancements, this field has yielded some pretty amazing computer software titles. Animation has come a long way from rudimentary Thaumatrope to more complex 3D animation films by studios across the globe.

A computer is one piece of equipment needed to design 3D animations. The equipment you purchase or currently own should be capable of handling the software package that you intend to use for the animating process. Also, know your computer's limitations and upgrade-ability as this will affect which system you purchase. You may need to add more memory or buy additional storage hardware. Complex renderings require a large amount of memory and space. You will be doing a lot of modeling and rendering so be prepared by having enough memory and storage space available to you.

A feature rich software package is the second item you will need to design 3D animations. One of the fastest growing areas within the field of computer animation is software. As the technology behind computer hardware simplifies, animation software is constantly improved to

keep up with projects which in turn are becoming more complex. For the animator, this means that there is a vast variety of software to choose from. Just as in the case of the computer hardware, the animator should become familiar with the limitations and features of the prospective software package he or she intends to purchase. The following list is some of the more popular software titles currently available for 3D animation:

3D Studio Max - This full-featured 3D modeling, animation, rendering and effects package has everything needed to create high-quality content.

Maya - This software package is immensely popular amongst animator's for its 3D modeling, animation, rendering and effects.

Modo 302 - This software package features advanced polygon, subdivision surface, modeling, sculpting, 3D painting, animation and rendering. It has proven itself to the.

E-on's Vue 7 xStream - This software package offers a complete tool set for creating rich and realistic natural environments and integrating them into any professional production pipeline, including 3D Studio Max and Maya.

Blender - Students, hobbyists and professionals can take advantage of this software package for modeling, rigging, animation, rendering, UV unwrapping, shading, physics and particles, imaging and compositing, and real-time 3D/game creation.

The technologies employed to design 3D animation are but tools used to simplify the animation process. Without a skilled artist in the studio, nothing would be designed. Artists need proven, reliable technology in order to design the awesome 3D animations of tomorrow.

3D animations design requires a depth of knowledge. Some of it artistic in nature, while the rest highly technical and specific to the field. There are literally millions of sources to get information on the topic of 3D animations design. Here is more on the topic [Design 3D Animations.](#)

Justin L. Sternad

[Squidoo Lensmaster](#)

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Article #4

3D Animation Jobs - A Career As a Storyboard Animator

By [Art Saborio](#)

3D animation jobs and career paths for the storyboard animator are a jumping point that can lead to other many new, exciting and rewarding areas within the animation industry. Storyboards are lifeblood of an animation project. It can live and die through the storyboard. It is the step-by-step walk-through that defines the beginning, middle and end of the project. The steps can include design, layouts, backgrounds, types of animation and any post production work. Although there are a few software programs that will aid in making a storyboard, the most effect method is still hand drawing.

Animation Storyboard

Storyboards are a great tool to help those calling the shots if the project is worthy of moving forward. Many projects die at this stage. Project rarely starts with an unfinished storyboard. The interaction between the objects and characters are examined in detail at this stage.

Scene are broken down to look at the relationships. Things that examined are the size relationships between characters and props, and indicate the acting by hitting strong poses on each story point. The storyboard animator is the most important part of a project's planning. Rough outlines and background locations, characters, and props are all communicated in the storyboard. There is a fine balance between strong drawing skills, understanding of anatomy, acting, directing, staging, and the ability to think creatively while still meeting tight deadlines. Many storyboard animators are also the project's animation director as the skills to write a storyboard cross over into directing.

The Proper Animation Training

There is one thing that every animator agrees upon and that is the need to learn on the job. Whether it is through working for free, as an internet or some other role, getting that life experience is necessary to progress. The best training you will get is working on a real live project. The more experience you have with working on storyboards, the better you become. Animation is one of those skills which become better with each person you interact with. There are many students who work for two years or more as an intern just to get the chance to work with veteran animators. Storyboard creation is definitely one of those positions where a new

animator will want to work very closely with a season veteran. The skills you will learn from these people are priceless.

Animation Storyboard creating is an art-form like anything else it takes practice and learned skills. A good way to start is by taking courses in the subject, then moving into an internship. Once your skill start to build, then seek out a position in the role. Not only will you have built up the skills, but also valuable relationships in the industry that will help you create a name for yourself.

Now that you have a little understanding of what it takes to secure the many [3D animation](#) jobs, you will want to click on this link <http://makeyourownanimation.net> to gain further information on animation software, news and tutorials that can help propel your knowledge forward.

Article Source: [http://EzineArticles.com/?expert=Art Saborio](http://EzineArticles.com/?expert=Art_Saborio)

Article Source: <http://EzineArticles.com/6000089>

Article # 5

3D Animation Movie Maker - The Evolution of Making Animations at Home

By [Tony Mortlock](#)

I guess a lot of people would like to make their own movies. By that I mean to go beyond editing together movie clips taken while on holiday, to making movies which tell a story. In most cases professional actors are expensive and most friends don't make good actors. This is why making a 3D animation movie is a satisfying low cost alternative.

I remember a holiday movie my father made in the 1950s. It had an animated title filmed, like the rest of the movie on 8mm celluloid film. When I asked him about it, he told me he had put his camera in a clamp pointing at the floor. He then created the first letter of the title using a piece of string and filmed it for a couple of seconds, and then he created the second letter and so on. It was several days later, when the film came back from the developing laboratory that he discovered that his desk lamp had not really been adequate to illuminate his work properly.

Then along came computers. It took a while before computers got good at graphics, even stationary ones. But of course they did eventually get good, not only at rendering still scenes, but also animations. Unfortunately Hollywood studios being able to afford high powered hardware and software did not make it accessible to the amateur movie maker.

The high price of professional 3D animation software led to the concept of Machinima. In Machinima inexpensive computer games are used to record 3D animated movie clips. Some computer games have a camera or record function built into them, and for others which do not, there are additional utilities such as Fraps, which can be used for recording the game action.

Popular Machinima games include Quake, Unreal Tournament and SIMS 2. These games come with the ability to design your own sets and characters, either as part of the main game itself or using utilities, which are provided with the game. Admittedly getting exactly the movie clips you want from these games can be challenging. I never did find out how to part characters in Unreal Tournament or Quake from their guns, which meant unless you wanted to make a shoot 'em up movie, they were not ideal. No doubt obstacles like this could be overcome, but it seemed you could not get very far unless you were prepared to get immersed in scripting language.

Of the three games I have mentioned, SIMS 2, is probably the easiest to use for making Machinima, except that the characters, or in our case actors, tend to have minds of their own. So your movie star may wander off part way through filming, or someone else you don't recognize, might suddenly turn up and disrupt the scene you are shooting. With SIMS 2 you might even find your movie set spontaneously combusting during filming if you forgot to buy fire insurance. Perhaps this is like movie making in real life, but I would prefer not to have to put up with all of these uncertainties.

So you may wonder why no one has produced a budget software product, specifically for the purpose of making 3D animations at home. In fact Microsoft did exactly that in the mid-1990s with a product called 3D Movie Maker, which they targeted at the kids market. However the product was designed for early PCs, so it was pretty basic, on most home PCs it was slow, and it was soon discontinued.

Recently there has been recognition of this unfulfilled need. Reallusion in particular, has developed a 3D animation movie maker called [iClone](#). This software is pretty much a dream

come true for anyone who wants to tell a story using 3D animation. In its basic form it costs about the same as a new top end computer game, while the more advanced and more useful Pro version is still very reasonable.

Although you could make a whole movie in iClone, I find it is best to use it to construct a series of 3D animation movie clips and to then edit them together using Microsoft Movie Maker, which comes as part of Windows, or using a more advanced home movie editing suite such as Pinnacle Studio.

Other key points to note about iClone are that if you want to get up and running very quickly, there is a good library of actors, scenes and props, which you can purchase to add to the collection, which comes with the program itself. On the other hand if you are short of cash and prefer to build everything yourself and have plenty of time to spare, you can do that too using the tools included in the software.

One optional utility, which I recommend purchasing bundled with the iClone, is Reallusion's 3DXchange. This allows you to import content from other sources, including Google 3D Warehouse, which is a fantastic resource full of free models of buildings and other props, to enhance your 3D animations.

I find it amazing to think that with a budget of less than \$1,000 I can now purchase a PC and the software required to make 3D animation movies, when twenty years ago I would have needed \$ millions for less capable facilities.

The author is a Management Consultant who sometimes writes articles about his experiences, hobbies and interests.

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