



ANIMATION: Intermediate



Printable Workbook included in the DVD

3G  LEARNING

ANIMATION: INTERMEDIATE

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ANIMATION: INTERMEDIATE

Authored and Edited by 3G Elearning FZ LLC

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3G Elearning FZ LLC
UAE
www.3gelearning.com
email: 3ganmol@gmail.com

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Animation: Intermediate

Animation - Intermediate combines many different practical and visual skills with knowledge of specialized materials and techniques. Animation is the process of making the illusion of motion and change by means of the rapid display of a sequence of static images that minimally differ from each other. This book will introduce the knowledge and skills for those studying and/or working in Animation. The information in this book covers basic to core competencies that a person must achieve to produce cleaned-up and in-between engineering drawings in both production and post-production stages. Computer animation has become popular in these days. Although the motion picture and video industries employ the highest number of animators in the world, advertising and public relations, computer systems design, and software publishers also employ a large number of animators. Today's illustrators have to have more than talent. They have to be innovative, confident and even tech knowledge. In fact, according to the Bureau of Labor Statistics, "increasingly, illustrators use computers in their work. They might draw in pen and pencil and then scan the image into a computer to be colored in, or use a special pen to draw images directly onto the computer." As such, today's aspiring illustrators may find themselves working for a top technology firm, a law enforcement agency, science lab, medical institute, in the academic arena or even an engineering company. However, more common careers for illustrators include advertising, publishing, filmmaking, political cartoons, animation, and gaming. Fortunately, aspiring animators that are interested in these fields will find ample opportunities.

The Book comes with a companion DVD for rich learning experience, which includes:

1. E-Book with further reading and learning links
2. Interactive E-lecture of each chapter. E-lectures are expressive, informational, entertaining and persuasive, it uses the tool of self-exploration, which makes it easy to learn and understand each topic in detail. It is very informative as concrete details are provided and also entertaining, as graphics and other visuals are provided to make the learning process more interactive..
3. Video Lecture of each chapter, which explains each topic in detail with examples, animations, images and text and makes it easy to understand the topics in easier, simpler and better way.
4. Huge Database of Interactive Assessments for each chapter, which is also printable
5. Further reading and learning links for each topic
6. Glossary and Notes for each chapter to understand each chapter with to the point information
7. The DVD also includes a printable workbook, which walks through with a various sets of questions and choices and assists in completing the curriculum. The workbook covers; Learning Objectives, Essential Concepts, Matching Definitions, Study Problem, Questions, Fill in the Blanks and Answers.
8. Review Questions for each chapter are also given in the DVD, which are also printable

The DVD is also a useful tool for teachers to teach with digital resources in classroom and do a great job of illustrating skills and techniques that are otherwise difficult to explain.



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email: 3ganmol@gmail.com

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