



Creating 3D Effects for Film, TV, and Games

David Santiago

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"Creating 3D Effects for Film, TV, and Games" covers the detailed processes and pipelines used to create effects for a variety of multimedia. It enables effects artists to develop the best process for completing complex projects, providing an understanding of visual effects as part of the overall process of creating films, commercials, video games, and a variety of other multimedia. It is filled with detailed discussion of each step of the production process and contains in-depth interviews with leading industry professionals. From selecting the studio that best suits your talents to addressing the details put in during the final steps of creating effects, this book is the comprehensive tour guide that every Effects TD should own.

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