Subject: OT animation software
Posted by Don Nafe on Tue, 16 Jan 2007 13:11:41 GMT
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Hi all

My daughter wants to try her hand at computer animation and graphics.

What programs should be looking for?

Are there such things as animation software for beginners

I'm totally clueless when it comes to this end of the biz

thanks

Subject: Re: OT animation software
Posted by Jamie K on Tue, 16 Jan 2007 16:17:25 GMT
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There are many choices. What's your budget? Do you have a preferred platform? Is she interested in 2D or 3D animation?

Blender is open source. Not the easiest program to use, but fairly powerful, and free. http://blender.org/cms/Home.2.0.html

She'll likely need more than one program, depending on her goals.

Cheers,
 -Jamie
 www.JamieKrutz.com

Don Nafe wrote:
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Subject: Re: OT animation software
Posted by Doug Wellington on Tue, 16 Jan 2007 17:14:32 GMT

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Don Nafe wrote:
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Does she want to do 2D or 3D? If she wants to do 2D animations, Flash
is a pretty useful thing to know. Some of my favorite flash animation
work has been done at:

http://www.homestarrunner.com

For three dimensional work, well, the sky is the limit! I started with
Hash Animation:Master (http://www.hash.com) which costs about $300.
Victor Navone created Alien Song in Animation:Master. You can check out
Alien Song at: http://www.navone.org/Media/Movies/AlienSong_mp4.mov
(The cool thing is that Victor got a job at Pixar based upon that clip!)

After A:M, I started working with Lightwave which does more, but costs more:

http://www.newtek.com/lightwave

I'm dating myself here I suppose, but I think all of the space scenes in
Babylon 5 were done with Lightwave.

If you don't want to spend any money to start and you're not afraid to
spend big bucks if she gets serious (complete version is $2k, unlimited
version is $7k), I'd suggest that you download the Maya Personal
Learning Edition:

 http://usa.autodesk.com/adsk/servlet/index?siteID=123112&amp ;id=7639525

Maya is a fantastic program, used by many, many studios on many films.

On the other hand, if you're not afraid of the open source world and the
various issues that come with it, check out Blender:

http://www.blender.org

I think the tool is probably less important than learning the basics of

animation. She'll need to know things like "squash and stretch" and how
to create gravity in a scene. Have her start by making a bouncing ball.
  Once she's worked with the animation tools, you may have to start
looking into compositing and other production tools to combine images
and arrange clips...

I haven't been there in a while, but there was a great animation
community at CG-CHAR:

http://www.cgchar-animation.com

Doug

http://www.parisfaqs.com

Subject: Re: OT animation software
Posted by Don Nafe on Tue, 16 Jan 2007 17:32:39 GMT
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Thanks for the suggestions Doug...the hunt is on

"Doug Wellington" <doug@parisfaqs.com> wrote in message
news:45ad0877@linux...
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Subject: Re: OT animation software
Posted by TC on Tue, 23 Jan 2007 07:50:41 GMT
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Download Maya learning edition. It's free to learn on, and generally industry standard for 3d animation and post production vfx work.

Cheers,

TC

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