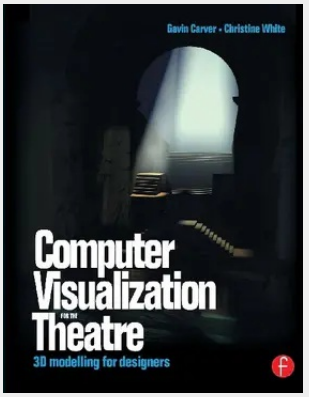
Carver / White

Computer Visualization for the Theatre

3D Modelling for Designers

Theatre designers using 3D software for computer visualisation in the theatre will find this book both a guide to the creative design process as well as an introduction to the use of computers in live performance. Covering the main software packages in use: Strata Studio Base, 3D Studio Max and 3D Studio Viz, the book provides techniques for 3D modelling alongside creative ideas and concepts for working in 3D space. Projects are provided to sharpen your awareness and digital skills as well as suggested further reading to broaden the scope of your theatrical and design knowledge. This book is both a useful day to day reference as well as an inspirational starting point for implementing your own ideas. The authors are experienced trainers in the field and understand the pitfalls to be avoided as well as the possibilities to be explored using computer visualisation for designing theatre space. They provide insightful hands on descriptions of techniques used in the development of performance projects set in the wider context of design considerations. The book is highly informative about the technology of computer visualisation providing examples of working practice applicable to all software.

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76,80 €
76,80 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

Artikelnummer: 9780240516172
Medium: Buch
ISBN: 978-0-240-51617-2
Verlag: Routledge
Erscheinungstermin: 11.08.2003
Sprache(n): Englisch
Auflage: 1. Auflage 2003
Produktform: Kartoniert
Gewicht: 473 g
Seiten: 240
Format (B x H): 189 x 246 mm

Kundenservice Verlag Dr. Otto Schmidt KG
Neumannstraße 10, 40235 Düsseldorf | kundenservice@otto-schmidt.de | 0221-93738-997 (Inland)