

Learn the basics of what makes a great character model and gain new insights to the many issues facing the character animator. Using the tried and proven methods found in *Animating Real-Time Game Characters*, you'll quickly bring your character animation to the next level. Find detailed coverage on modeling, rigging, and weighting real-time game characters using 3ds max and character studio. Explore effective keyframing techniques that focus on dramatic poses and proper timing. Discover how to work with and adjust motion capture data as well as what to look for when working with mocap studios. Get an inside glimpse at the process of taking a real-time game character from concept to export into a game technology. With the popularity of games like *Quake III: Arena*, *Unreal Tournament*, and *Warcraft III*, real-time gaming is here to stay. Whether you're a working professional or an eager novice, *Animating Real-Time Game Characters* will absolutely help you improve your character animation skills using 3ds max and character studio.

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Charles River Media, c2003.

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