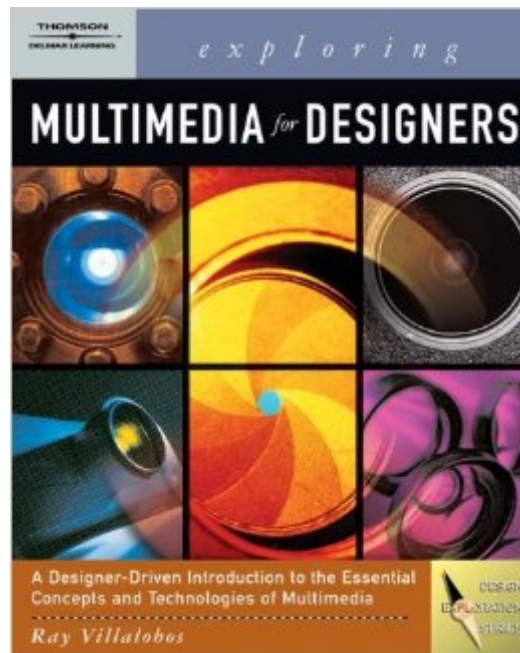# Exploring Multimedia For Designers (Computer Animation Team)

Synopsis

Exploring Multimedia for Designers covers the essential concepts and technologies of text, graphics, animation, audio, and video and how they are interwoven to create multimedia products. This user-friendly book introduces the essential concepts and technologies without heavy technical complexities. Every reader will receive a solid introduction to the field of multimedia - - including design principles, storyboarding, comp development, motion graphics, animation principles, camera moves, and storytelling techniques.

Book Information

Series: Computer Animation Team

Paperback: 304 pages

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ISBN-13: 978-1418001032

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Average Customer Review: 3.8 out of 5 stars See all reviews (5 customer reviews)

Best Sellers Rank: #1,437,374 in Books (See Top 100 in Books)   #77 in Books > Computers & Technology > Digital Audio, Video & Photography > Speech & Audio Processing   #703 in Books > Computers & Technology > Digital Audio, Video & Photography > Video Production   #1747 in Books > Textbooks > Computer Science > Graphics & Visualization

Customer Reviews

This book covers all aspects in multimedia completely but concisely. I had to get it for a class but it has terrific general information for someone just learning about the different avenues available in multimedia. And it's a fantastic price for a college textbook!!!

The book I received was in good condition, but this text is seriously outdated. It was published in 2008. Adobe Flash and Photoshop, which the book covers, have been through at least 3 revisions since then. It's time to let this book join previous editions in book heaven.

This book arrived just in time for school & was just what I needed for class.

This book is horrible! Its one of the most boring books to read!! I have had to read a lot of books like this for my graphics program in college and this is one of the worst books.

Good quality, came as described.

Exploring Multimedia for Designers (Computer Animation Team) Exploring Digital Cinematography (Computer Animation Team) Desarrollo de aplicaciones de multimedia / Multimedia application development (Spanish Edition) Elemental Magic, Volume II: The Technique of Special Effects Animation (Animation Masters Title) Computer Graphics Through OpenGL: From Theory to Experiments (Chapman & Hall/CRC Computer Graphics, Geometric Modeling, and Animation) Fabrics: A Guide for Interior Designers and Architects (Norton Professional Books for Architects & Designers) Designers' Guide to Eurocode 8: Design of Bridges for Earthquake Resistance (Designers' Guide to Eurocodes) HACKING: Beginner's Crash Course - Essential Guide to Practical: Computer Hacking, Hacking for Beginners, & Penetration Testing (Computer Systems, Computer Programming, Computer Science Book 1) Hostage Rescue Team Box Set Vol. I (Hostage Rescue Team Series) The Complete Guide to Blender Graphics, Second Edition: Computer Modeling and Animation The Art of 3D Computer Animation and Effects Learning Processing, Second Edition: A Beginner's Guide to Programming Images, Animation, and Interaction (The Morgan Kaufmann Series in Computer Graphics) Exploring Microsoft Access 2013, Comprehensive (Exploring for Office 2013) Exploring: Microsoft Excel 2013, Comprehensive Â & MyITLab with Pearson eText -- Access Card -- for Exploring with Office 2013 Package Exploring Adobe InDesign CS6 (The Computing Exploring Series) Exploring: Microsoft Word 2013, Comprehensive (Exploring for Office 2013) Exploring Microsoft Office 2016 Volume 1 (Exploring for Office 2016 Series) Exploring the World of Astronomy: From Center of the Sun to Edge of the Universe (Exploring (New Leaf Press)) Exploring Everglades National Park and the Surrounding Area: A Guide to Hiking, Biking, Paddling, and Viewing Wildlife in the Region (Exploring Series) Digital Watermarking (The Morgan Kaufmann Series in Multimedia Information and Systems)