Moving Pixels: Blockbuster Animation, Digital Art and 3D Modelling Today

Peter Weishar, Phil Tippett

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Moving Pixels: Blockbuster Animation, Digital Art and 3D Modelling Today Peter Weishar, Phil Tippett The computer-generated image (CGI) is one of the most astounding developments in the rapidly evolving field of digital technology. It allows for the creation of make-believe worlds and characters that are so realistic they fool the eye and the mind. Lord of the Rings, Star Wars, Gladiator and feature-length 3D animations such as Toy Story, Shrek and Ice Age - films that have left audiences speechless, forever altering our expectations of what a film can represent - owe their distinctive details, or even their entire creation, to computer-generated imaging. This spectacularly illustrated volume is the first book to consider CGI, from big-screen effects to full-length animated films, from games to fine art, as the art form of the 21st century. Focusing on 3D art only, the most exciting area of the field, the book features CGI's leading creators in film, television, games and fine art, showcasing approximately 250 examples of their astonishing work in glorious reproductions. Peter Weishar, a professor and computer artist who is at the forefront of the field, brings both technical and aesthetic viewpoints to bear in this thoroughgoing celebration of a major new art form.

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