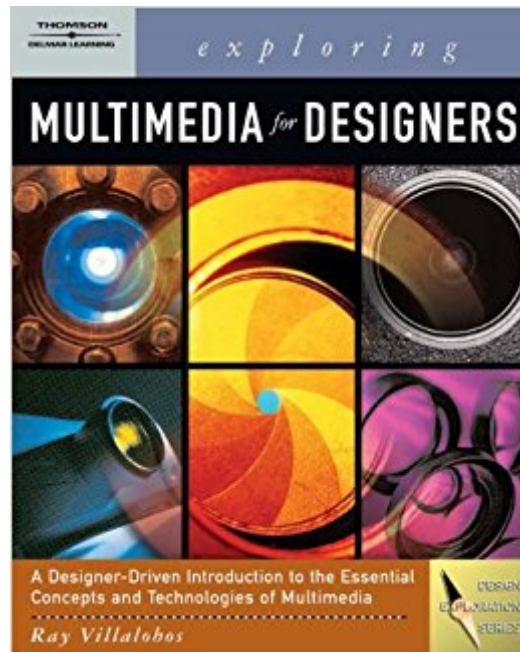




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Exploring Multimedia For Designers (Computer Animation Team)



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

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

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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The book I received was in good condition, but this text is seriously outdated.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.

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