

Animation 3 D Software: Things You Need To Know

Everything used to be done by animators manually before computers began to play their roles in animation industry. They used to create a series of slides with images on them. Image of each slide used to be the continuation of the earlier one in the serial arrangement. This process was bit time consuming and tedious. With computers, the artists only needed to make few changes that are a essential to be present between successive frames. Software evolved with advancement of technologies. The animation softwares reduced the work of 2d animator. In fact, most of things have become automated. An animator by using various animation techniques can set a position or an object's shape. The computer then automatically generates the intermediate frames. The artists can even make corrections. In 2d animation what lacks always is the essence. All the objects and sceneries are now 3d animation and so when they are being transformed to 2d, the reality gets lost. Cartoons at later stage began to stimulate 3d effect by making use of varying highlights and gradients. However, this requires great effort from artist's part. 3d animation stages have more numbers in comparison to 2d animation. 3d animation begins with character sketching and 3d modeling. Rigging of the characters is done in the next stage for animation and then animation is done. In character sketching, the artist sketches the character. The sketching is done either on canvas or on paper. Many variations in poses are made to help 3D Modeler to sketch a 3D Model from it. In character modeling, the 3d artist examines the sketches and begins to sculpt figure by use of his skill and imagination. The software tool that is used by the artist provides many approaches to carry out the modeling. NURBS modeling, Polygonal Modeling and Subdivisional Modeling are used. The modeling artists with these techniques sculpt the shape of the character. The model obtained is in the editable format and the model relies on the approach used. The animation of the characters is done keeping in mind the environment and such related objects. The animation software offers methods to simulate the environment and help to modern the world. In the stage of texturing, all objects in scene are provided with suitable textures by the use of specific facilities of 3d animation tools. The stage of lighting and camera set up is very much like the real world film production or video production. The 3d animation software has different kinds of lights that can be placed in any scene in any desired direction. Camera for the animation process is just the copy of real camera that is used for any film production. Next is the process of animation. The animator has a great role to play in this stage. Character animation becomes successful with the help of plug-in tools. After the animation process, the characters undergo rendering process. It is here that 3d presentation gets converted to video format. The rendered scenes are then imported to the software of video editing and are then edited. 3D technology however seems to be not much popular in Europe. This technology is not usually used in animation films and is chiefly used in the games sector. England is home to some of the biggest games around "Tomb Raider" and "Driver". The 3d technology is effectively used there. As far as animation films are concerned the traditional methods seem to be popular. By using a mix of innovative and traditional methods one of the well known companies in UK, animation Film Company, has created a wonderful character named Billy. This puppy leaves home to find God. A wonderful story coupled with the latest use of technology makes this movie a winner.

About the Author

Kinjal Shah is author of this article on [World Best Animation](#). Find more information about [Animated Cartoon Films](#) here.

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