

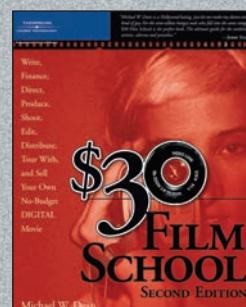
The *Aspiring Filmmaker's Library* features current, unique, and in-demand filmmaking topics covered by cutting-edge filmmakers. The *Library* caters to the independent, do-it-yourself filmmaker—from home movie enthusiasts and curious filmgoers to film students and advanced filmmakers.



Professional Short Films with Autodesk 3ds Max

ISBN: 1-58450-415-3 ■ \$49.95

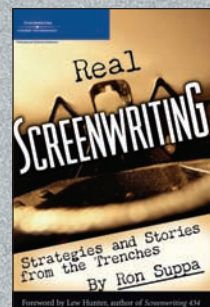
Use the tools in 3ds Max to create animated short films that are on par with feature films. You'll learn everything about animated film creation—from story development, storyboards, character rigging, and animation to lighting, lip syncing, facial animation, and editing.



\$30 Film School, Second Edition

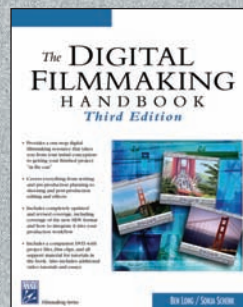
ISBN: 1-59863-189-6 ■ \$30.00

This book is your D.I.Y. alternative to spending many years and thousands of dollars to learn the filmmaking trade! The new edition has been completely updated to cover advancements in video and audio editing, with new tips and tricks on shooting, producing, and distribution.



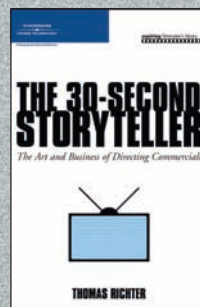
Real Screenwriting: Strategies and Stories from the Trenches

ISBN: 1-59200-957-3 ■ \$29.99



The Digital Filmmaking Handbook, Third Edition

ISBN: 1-58450-438-2 ■ \$49.95



The 30-Second Storyteller: The Art and Business of Directing Commercials

ISBN: 1-59863-226-4 ■ \$34.99



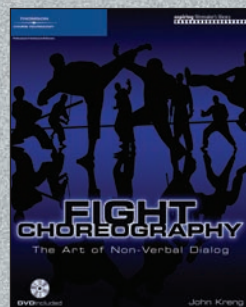
Anatomy of a Guerrilla Film: The Making of RADIUS

ISBN: 1-59200-910-7 ■ \$39.99



Desktop Cinema: Full-Length Feature Filmmaking On a Home Computer

ISBN: 1-59200-955-7 ■ \$39.99



Fight Choreography: The Art of Non-Verbal Dialog

ISBN: 1-59200-679-5 ■ \$34.99



HDV Filmmaking

ISBN: 1-59200-828-3 ■ \$49.99



24P: Make Your Digital Movies Look Like Hollywood

ISBN: 1-59200-599-3 ■ \$34.99



Digital Filmmaking for Teens

ISBN: 1-59200-603-5 ■ \$24.99

ISBN: 1-59863-334-1

BRING YOUR IDEAS to life!

If you're not already a devoted fan of professional animation and digital art, our in-depth books are sure to get you hooked! Full of interviews, tips, and tricks from industry pros, these books give you the skills you need to create unique digital art, believable characters, and realistic animation.



SOFTIMAGE | XSI 5: The Official Guide

ISBN: 1-59200-581-0 ■ \$39.99

Covering everything from modeling to animating, rendering, compositing, and even grooming hair, this official guide is full of tutorials designed to make the complexities of the XSI features accessible to beginning animators.



Practical Poser 6

ISBN: 1-58450-443-9 ■ \$49.95

Learn how to create Poser scenes, add realism to your Poser characters, and even make your own Poser clothing. You'll also learn how to use lights and cameras and how to build scenes.



SOFTIMAGE | XSI 5 for a Future Animation Studio Boss

ISBN: 1-59200-846-1 ■ \$39.99

With this official guide, you're ready to not only create animation using XSI, but also to create a career. Address the technical and business sides of being a professional 3D animator as you use the technology of XSI to earn a living as a 3D animator and studio owner.



Animating Facial Features and Expressions, Second Edition

ISBN: 1-58450-474-9 ■ \$49.95

Learn how to add realism to your character's expression as you cover the anatomy of the human head, facial features, and facial muscles. Recreate the human face and muscle structure in 3D and then learn how to make it move in a realistic, believable fashion.



Thinking Animation: Bridging the Gap Between 2D and CG

ISBN: 1-59863-260-4 ■ \$39.99

Learn how to think before you animate with this one-of-a-kind book that emphasizes how artists can use traditional animation techniques and principles with the computer generated animation technology of today.



The Art of Stop-Motion Animation

ISBN: 1-59863-244-2 ■ \$49.99

Take a unique journey into the world of stop-motion as you learn how to create puppets and bring them to life in your own stop-motion film. Interviews with industry professionals offer a behind-the-scenes look into this undying art form.

If you're ready to bring your ideas to life, visit us at www.courseptr.com

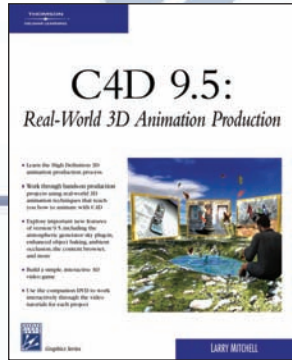
Call 1.800.648.7450 to order





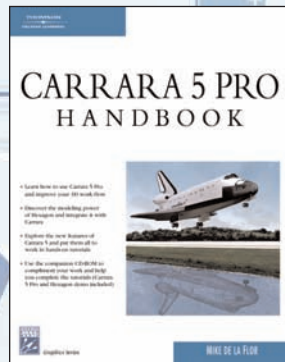
The Magic of Houdini
ISBN: 1-59863-082-2 ■ \$49.99

Learn how to apply each of Houdini's breathtaking features to your projects as you take on modeling, character animation, particle effects animation, dynamic simulation animation, shading, digital asset creation, and rendering.



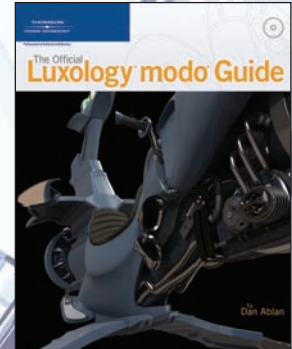
C4D 9.5: Real-World 3D Animation Production
ISBN: 1-58450-437-4 ■ \$49.95

Learn how to produce commercial-quality 3D animation using the powerful, and affordable, Cinema 4D. Written for 3D animation professionals, hobbyists, and students, this hands-on book uses real-world projects to teach the entire production process.



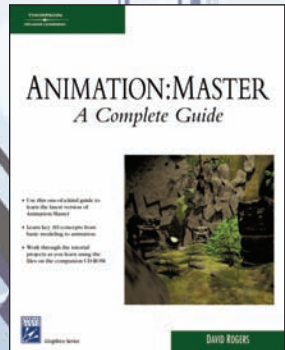
Carrara 5 Pro Handbook
ISBN: 1-58450-463-3 ■ \$49.95

Explore new and creative ways to use Carrara through a great collection of step-by-step tutorials written by industry experts. These hands-on tutorials progress from basic to advanced, guiding you from the basics of 3D modeling to the challenges of animation.



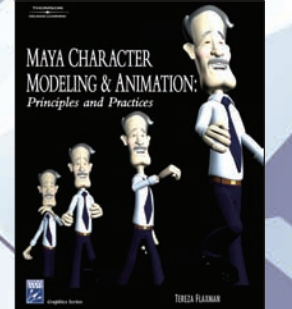
The Official Luxology modo Guide
ISBN: 1-59863-068-7 ■ \$49.99

This official guide teaches beginners a variety of skills using a projects-based approach—from simple modeling projects to complex tasks. The accompanying CD-ROM features demo software and video tutorials.



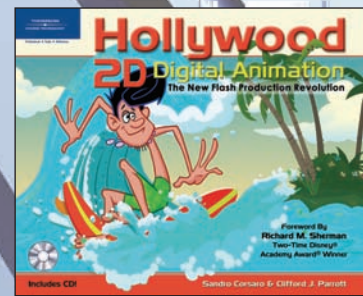
Animation:Master: A Complete Guide
ISBN: 1-58450-475-7 ■ \$49.95

Using the wide variety of hands-on tutorials throughout the book, you'll put 3D concepts into action while learning the ins-and-outs of A:M. Progress through modeling basics, character modeling and rigging, to expressions, animation, lighting, and surfacing.



Maya Character Modeling & Animation
ISBN: 1-58450-440-4 ■ \$49.95

Now beginning to intermediate-level 3D artists can learn 3D character modeling and animation by working through a series of short projects. Each new topic is introduced with the relevant animation principles and then put to work through detailed tutorials.



Hollywood 2D Digital Animation
ISBN: 1-59200-170-X ■ \$39.99

Jump into the world of Flash animation as you work through dozens of examples and production techniques. This book echoes with the voice and experience of professionals in the animation industry—from feature-film directors to Web pioneers.



Secrets of Poser Experts: Tips, Insights, and Techniques for Users of All Abilities: The e frontier Official Guide
ISBN: 1-59863-263-9 ■ \$39.99

Examine Poser and other software tools from the professional's point of view as you look into the artistic minds of top Poser artists. Animation, Web, cartoon, and motion graphics artists discuss their creative process, insights, biographies, tips and tricks, education, and advice.

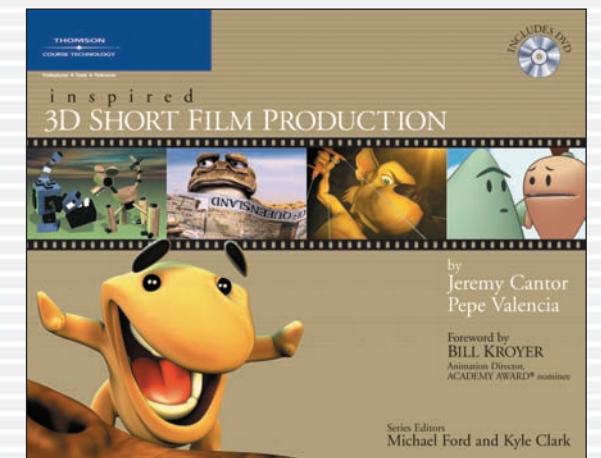
The Inspired Series

Filled with tips, tricks, and techniques compiled by the animators of blockbuster films at Hollywood's biggest studios, these four-color books are a must have for anyone interested in character creation.



Inspired 3D Advanced Rigging and Deformations
ISBN: 1-59200-116-5 ■ \$49.99

Take a unique look at the real-world problems and choices that professional Character Technical Directors face as well as the solutions they have developed for dealing with high-end digital characters.



Inspired 3D Short Film Production
ISBN: 1-59200-117-3 ■ \$59.99

Conquer every aspect of the short-film production pipeline through a combination of general theories, examples, exercises, case studies, and interviews with short film directors and industry specialists. The accompanying DVD is full of dozens of award-winning short films.



Inspired 3D Modeling and Texture Mapping
ISBN: 1-931841-50-0 ■ \$59.99



Inspired 3D Lighting and Compositing
ISBN: 1-931841-49-7 ■ \$59.99



Inspired 3D Character Setup
ISBN: 1-931841-51-9 ■ \$59.99

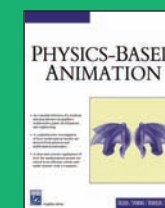
ADVANCED GRAPHICS PROGRAMMING



Shader X4: Advanced Rendering Techniques
ISBN: 1-58450-425-0 ■ \$59.95



Visual Computing: Geometry, Graphics, and Vision
ISBN: 1-58450-427-7 ■ \$59.95

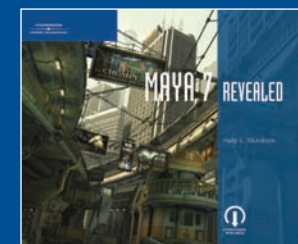


Physics-Based Animation
ISBN: 1-58450-437-4 ■ \$69.95

Conquer fundamental concepts on both a technical and artistic level. Work your way through comprehensive, step-by-step lessons that help you master the basics of each new skill.



Poser 6 Revealed: The Official Guide
ISBN: 1-59200-523-3 ■ \$24.99



Maya 7 Revealed
ISBN: 1-59863-066-0 ■ \$24.99



Autodesk 3ds Max 8 Revealed
ISBN: 0-619-27343-7 ■ \$24.99



LightWave 3D 8 Revealed
ISBN: 1-59200-582-9 ■ \$24.99

Adobe Photoshop for VFX Artists
ISBN: 1-59200-487-3 ■ \$39.99

Creating 3D Effects for Film, TV, and Games
ISBN: 1-59200-589-6 ■ \$49.99

Digital 3D Design
ISBN: 1-59200-391-5 ■ \$24.99

Going Digital: The Practice and Vision of Digital Artists
ISBN: 1-59200-918-2 ■ \$39.99

Illustrating with Macromedia Flash Professional 8, Second Edition
ISBN: 1-58450-477-3 ■ \$39.95

Machinima
ISBN: 1-59200-650-7 ■ \$29.99

Mastering Digital 2D and 3D Art
ISBN: 1-59200-561-6 ■ \$39.99

Storytelling Through Animation
ISBN: 1-58450-394-7 ■ \$49.95

The Animator's Reference Book
ISBN: 1-59200-675-2 ■ \$39.99

Also Available

The Revealed Series