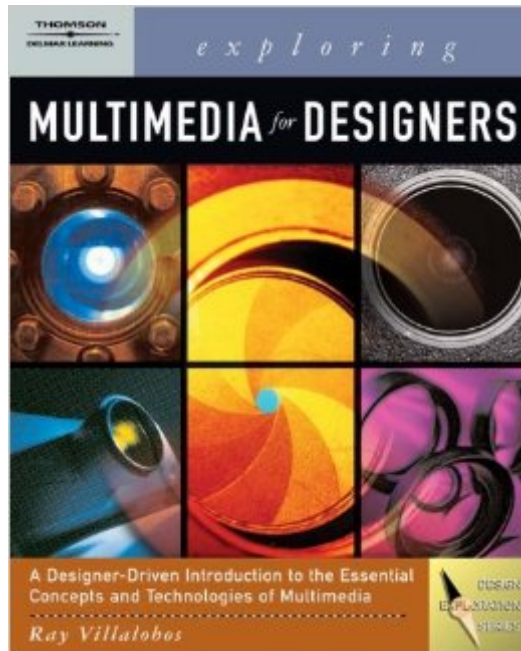


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# Exploring Multimedia For Designers (Computer Animation Team)



## 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

Paperback: 304 pages

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Product Dimensions: 0.8 x 8 x 10 inches

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

Best Sellers Rank: #1,437,374 in Books (See Top 100 in Books) #77 in Â Books > Computers & Technology > Digital Audio, Video & Photography > Speech & Audio Processing #703 in Â Books > Computers & Technology > Digital Audio, Video & Photography > Video Production #1747 in Â 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The book I received was in good condition, but this text is seriously outdated.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.

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