

METADATA

Title: Computer Animation

Other Titles: Tools, Notions, and Mise en Scene Strategies

Language: Greek

ISBN: 978-960-603-452-7

Subject: MATHEMATICS AND COMPUTER SCIENCE

Keywords: Computer Animation / Computer

Cinematography / Interactivity

Bibliographic Reference: Kyriakoulakos, P. (2016). Computer Animation [Undergraduate textbook]. Kallipos, Open Academic Editions. http://dx.doi.org/10.57713/kallipos-698

Abstract

Thanks to the use of computer graphics to realize moving images, a new audiovisual industry, computer cinematography, and a new type of creator, the computer cinematographer, were born. Although it is widely known that the computer cinematographer's

tool of work is the computer, few know how these images are constructed. Creative activity is shrouded in a veil of mystery that perpetuates the myth of the creator-magician, who uses the computer as a magic wand from which images spring forth.





