Figures, Characters and Avatars: The Official Guide to Using DAZ Studio to Create Beautiful Art

By Pardew, Les

Cengage Learning PTR, 2009. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: Chapter 1: Advantages of virtual models; Chapter 2: Intro to Using DAZ Studio; Chapter 3: Finding the Right Media; Chapter 4: Learning the Proportions of the Fgure; Chapter 5: Drawing the Hands and Feet; Chapter 6: Drawing the Head and Features; Chapter 7: Learning to Construct the Figure; Chapter 8: Drawing the Complete Figure; Chapter 9: Learning About the Human Anatomy; Chapter 10: Posing Figures to Look Natural; Chapter 11: Learning About Animation; Chapter 12: Setting Keyframes; Chapter 13: Adding Emotion to Animation; Chapter 14: Lighting the Model; Chapter 15: Putting the Model into a Scene; Chapter 16: Creating Your Own Models.

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