



RAMA UNIVERSITY

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FACULTY OF ENGINEERING & TECHNOLOGY

BCS -504 Computer Graphics &
Multimedia

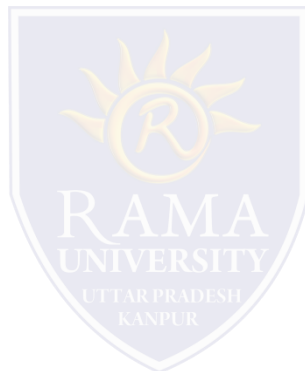
Lecture-39

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Assistant Professor

Computer Science & Engineering

- **ANIMATION SOFTWARE**
- **3D ANIMATION SOFTWARE**
- **AUTODESK MAYA**
- **BLENDER**
- **CINEMA 4D**

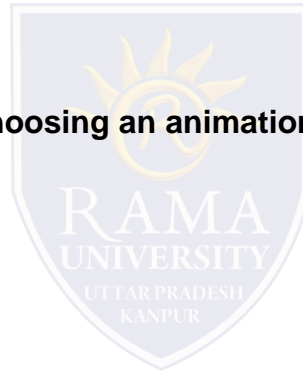


Animation Software

After "Where do I start", the topic I'm asked about the most is probably software. Everyone wants to know about tools.

Is it Maya? After Effects? Flash?

Here is a break down our options when **choosing an animation software** based on the type of animation



3D Animation Software

This is a beginner's guide, so 3D software might be advanced for some of you, but I think it's important to be familiar with what's out there so you know **what the industry uses** and what you should consider pursuing if you plan to make this your career.

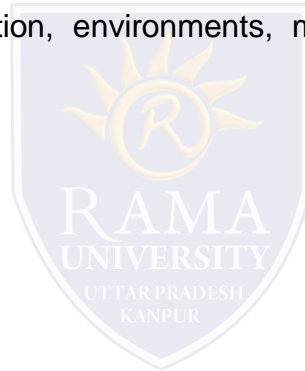
Having said all of that, **Blender** is a free program, so you're welcome to jump in and play around with it (with the help of our [Blender course](#)), and **Maya** offers an educational license for free, so if you're just learning you'll be able to get started without investing any money just yet.



Autodesk Maya

The industry standard for computer animation. If you want to do animation professionally, this is the program you should focus on. 3D animation, modeling, simulation, and rendering software with an integrated, powerful toolset. Use it for animation, environments, motion graphics, virtual reality, and character creation.

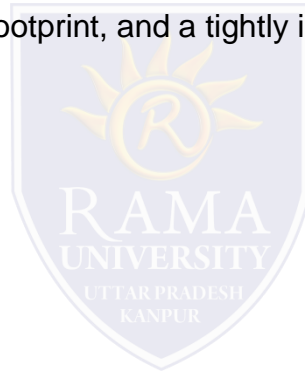
Price: \$195/Month | Free for students



Blender

A free, open-source, 3D program, Blender provides a broad spectrum of modeling, texturing, lighting, animation and video post-processing functionality in one package. Through its open architecture, Blender provides cross-platform interoperability, extensibility, an incredibly small footprint, and a tightly integrated workflow.

Price: Free



Cinema 4D

Cinema 4D is a **motion graphics artist's best friend**. It is a 3D program for the After Effects user. Very intuitive, and works directly with After Effects without the need to render first. This would not be my first choice for serious 3D film production, since it is designed from the ground up with motion graphics in mind, but it is an amazing versatile program.

Price: \$59.99/Month



Multiple Choice Question

MUTIPLE CHOICE QUESTIONS:

Sr no	Question	Option A	Option B	OptionC	OptionD
1	The Cohen-Sutherland algorithm uses a strategy.	merge	divide-and-conquer	combine	none of these
2	The minimum coordinate for the clipping region is	XWmin,YWmin	XY	XWmax,YWmax	All of these
3	Motion can bring the simplest of characters to life based on	animation	animator technique	keyframing	All of these
4	A movie is a sequence of frames of still images. For video, the frame rate is typicallyframes per second	24	25	26	20
5	Every animation technique reduces to specifying the.....trajectory.	space state	state space	both a & b	none of these

REFERENCES

- <http://www.engppt.com/search/label/Computer%20Graphics>

