



Anime Studio 6: The Official Guide

By Kelly L. Murdock

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Get ready to harness the amazing capabilities of Anime Studio 6, an easy-to-use but powerful 2D animation software package. ANIME STUDIO 6: THE OFFICIAL GUIDE shows budding and professional animators alike how to use all the unique and powerful features of the newest version including complete coverage of the vector-based graphics; layers; bone-based systems; animating keyframes; particles, motion blur, and other effects; and how to export animations to YouTube or Facebook. The accompanying DVD features professional animation samples, all project files and final examples from the tutorials in the book, and a 30-day trial version of Anime Studio 6 Pro.

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Editorial Review

Review

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About the Author

Kelly has more than 15 years experience in the computer graphics arena, especially in the area of 3D graphics. Included in the experience is a variety of tasks from high-end CAD product design and architectural pre-visualization to virtual reality and games. Kelly is best known for his international best-selling books on graphics including the 3ds max Bible, Illustrator Bible and Naked Maya. He also is the author of Poser 6 and 7 Revealed as well as Edgeloop Character Modeling for 3D Professionals. Kelly currently works as a freelance designer for Logical Paradox Design, a company that he founded with his brother.

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