

The Gnomon Workshop Releases Two New DVDs

Intro to 3Ds Max with Cetin Toker and Intuitive Animation with Robert Kuczera

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The Gnomon Workshop released two new titles Introduction to 3ds Max: Tools and Workflow with Cetin Toker and Intuitive Animation with Robert Kuczera: High-Velocity Production, Feature Quality Results. Both titles offer the viewer insight into the creative process of each artist. Cetin gives a broad introduction to 3ds Max, covering such topics as the User Interface (UI), customizing the UI, placement, hierarchies, viewing and navigating 3D space, creating shapes, and animation and time controls. In Robert's animation DVD, he discusses animation principles, key poses, animation workflow, preparing the Maya environment, layers, hotkeys, MEL scripts and much more.

Accolades

"A highly talented animator who responds very well to tight deadlines and always delivers work to the highest standard. Robert is precise yet works very quickly with a superb attention to detail." - Robert Kolbeins. Lead CG supervisor. The Mill, L.A.

"Cetin Toker is a very skilled 3D artist. Looking at his work you understand that he must have enormous patience and an excellent eye for the photo-real." - Steven Stahlberg. Lead Artist. Ignition USA

DVD Descriptions

Intuitive Animation with Robert Kuczera - High-Velocity Production, Feature Quality Results

In this DVD Robert Kuczera guides you through his character animation process from beginning to end. He first describes how to prepare the Maya Workspace to improve and optimize your work-flow. Next, he shows how to prepare a scene for animation and animate the character. He discusses the timeline, Graph Editor, Dopesheet, layers, shelves, hotkeys and MEL scripts. Robert demonstrates how to use filmed reference material to identify the key poses and place the breakdowns and in-betweens. The lecture is focused on showing you how to animate precisely and quickly through the camera. Robert presents an insider's view of how professional animators work, showing workflow and techniques with supporting discussions on the principles of animation.

Artist Bio

Robert Kuczera specializes in character animation for feature films and commercials. After working as a 3D artist for several TV and game productions he attended the Filmakademie Badenwuertenberg, Germany. During his studies he worked on commercials mainly for Black Mountain. After graduating with a major in Film and Animation, he worked as a freelancer focusing on character animation for many

different companies such as Framestore CFC, The Mill in London and L.A., Smoke and Mirrors, Trixter, Scanline and BFC. Projects include Harry Potter and the Prisoner of Azkaban, Dragon Hunters, Lissi und der wilde Kaiser, and Donkey Xote. He is currently working as a senior animator in Munich, Germany.

Introduction to 3ds Max - Tools and Workflow with Cetin Toker

In this DVD, Cetin Toker gives an introductory explanation of the main concepts, actions, tools and workflow of 3ds Max. In the first chapters, Cetin gives an overview of the user interface and explains how to customize it. Next, he demonstrates placing and transforming objects and discusses hierarchies which are very important for animation. Cetin covers the basics of viewing and navigating in 3D space, creating geometry, creating 2D shapes, selecting objects and modifying them by using the modifiers and modifier stack. He also shows how to manage scenes and files effectively. Finally, Cetin talks about animation and time controls and gives a quick introduction to animation in Max.

Artist Bio

Cetin Toker graduated from the Middle East Technical University in Ankara with a BA in Architecture in 1992 and completed his MA in 1996. He started working with 3D computer graphics in 1991 producing architectural visualizations and started his 3D teaching career in 1994. In 2001, after working on several multimedia and 3D animation projects, he joined the team of the AMBUSH PUSU, the first Turkish 3D real-time action video game, and stayed with them through the project's completion in 2004. He has since been teaching 3D animation and motion graphics in the Graphic Design Department of the Mimar Sinan Fine Arts University in Istanbul, Turkey. Cetin has a number of published articles in respected 3D magazines and his first book about "3D environment design" was published in 2006. Cetin also works as a character animator in the digital post-production field primarily for TV commercials.

More Information at: www.thegnomonworkshop.com. Image and Video Courtesy of Gnomon Inc.