

3D Character Animation 1 (Year 2016-2017)

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17 items

Essential (2 items)

Acting for animators, by Ed Hooks, 2023

[Book](#) | [Essential](#) | Electronic book available (Dawsonera)

The animator's survival kit, by Richard Williams, 2009

[Book](#) | [Essential](#)

Recommended (10 items)

The illusion of life: Disney animation, by Frank Thomas; Ollie Johnston, 1995

[Book](#) | [Recommended](#)

Muybridge's complete human and animal locomotion: all 781 plates from the 1887 Animal locomotion Vol. 1, by Eadweard Muybridge, 1979

[Book](#) | [Recommended](#)

Character animation crash course!, by Eric Goldberg, 2008

[Book](#) | [Recommended](#)

Animated performance: bringing imaginary animal, human and fantasy characters to life, by Nancy Beiman, 2015

[Book](#) | [Recommended](#) | Electronic book available (Dawsonera)

Cartoons: one hundred years of cinema animation, by Giannalberto Bendazzi, 1994

[Book](#) | [Recommended](#)

How to cheat in Maya 2014: tools and techniques for character animation, by Kenny Roy, 2014

[Book](#) | [Recommended](#)

Tradigital Maya: a CG animator's guide to applying the classical principles of animation, by Lee Montgomery, 2012

[Book](#) | [Recommended](#) | Electronic book available (Dawsonera)

Stop staring: facial modeling and animation done right, by Jason Osipa, 2010

[Book](#) | [Recommended](#) | Electronic book available (Dawsonera)

The definitive book of body language, by Allan Pease; Barbara Pease, 2005

[Book](#) | [Recommended](#)

Drawn to life: 20 golden years of Disney master classes, by Walt Stanchfield, 2024

[Book](#) | **Recommended** | Electronic book available (Dawsonera)

Journals (3 items)

3D world: the magazine for 3D artists (via Pressreader)

[Journal](#)

<http://www.creativebloq.com/3d-world-magazine>

[Journal](#)

ImagineFX Magazine (via Pressreader)

[Journal](#)

Electronic (2 items)

3dRender.com

[Webpage](#)

"Creative Crash : High Quality 3D Models, Scripts, Plugins and More! :"

[Webpage](#)