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Moving Innovation A History Of

It isn't often that I read a text book that is a real page turner, but Tom Sito's new book Moving Innovation, A History of Computer Animation is definitely a must-read.--Nancy Denney-Phelps, Sprockets-- (1/1/2013 12:00:00 AM)Tom Sito's new book is the definitive take on computer animation history and CG's rapid rise.--Fred Patten, Animation World Network-- (1/1/2013 12:00:00 AM)

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In Moving Innovation, Tom Sito -- himself an animator and industry insider for more than thirty years -- describes the evolution of CG. The history of traditional cinema technology is a fairly straight path from Lumière to MGM.

Moving Innovation: A History of Computer Animation on JSTOR

Moving Innovation: A History of Computer Animation: Author: Tom Sito: Edition: illustrated: Publisher: MIT Press, 2013: ISBN: 0262019094, 9780262019095: Length: 362 pages: Subjects

Moving Innovation: A History of Computer Animation - Tom ...

It began in 1963 when an MIT graduate student named Ivan Sutherland created Sketchpad, the first true computer animation program. Sutherland noted: "Since motion can be put into Sk. Computer graphics (or CG) has changed the way we experience the art of moving images.

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This book, the first full-length history of CG, shows us how Sutherland's seemingly offhand idea grew into a multibillion dollar industry.In Moving Innovation, Tom Sito--himself an animator and industry insider for more than thirty years--describes the evolution of CG.

About For Books Moving Innovation: A History of Computer ...

Moving Innovation helps us to discover the history of computer animation, from pioneers of experimental animation to inventors, artists, animators, engineers, and technicians who revolutionized the cinema. With his passion, enthusiasm, and encyclopedic knowledge, Tom Sito makes this exciting journey essential to our understanding of this technical and artistic revolution.

Moving Innovation | The MIT Press

Moving Innovation: A History of Computer Animation. There are a lot of books about computer graphics, but some demand more attention than others. One of those is a book by Tom Sito called Moving Innovation, published a few months ago. The book offers a behind-the-scenes history of computer graphics, featuring a cast of math nerds, avant-garde artists, cold warriors, hippies, video game players, and studio executives.

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This book, the first full-length history of CG, shows us how Sutherland's seemingly offhand idea grew into a multibillion dollar industry. In Moving Innovation, Tom Sito--himself an animator and industry insider for more than thirty years--describes the evolution of CG. His story features a memorable cast of characters--math nerds, avant-garde ...

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Moving Innovation helps us to discover the history of computer animation, from pioneers of experimental animation to inventors, artists, animators, engineers, and technicians who revolutionized the cinema. With his passion, enthusiasm, and encyclopedic knowledge, Tom Sito makes this exciting journey essential to our understanding of this technical and artistic revolution.