



Experience XSI 4: The Official SOFTIMAGE XSI 4 Guide to Character Creation

Aaron Sims, Michael Isner

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XSI is the next generation in digital animation software. It was used to create some of the first realistic CG characters developed for film and it continues to be used by artists and animators worldwide in new and creative ways and in many different fields-from computer games to the film industry, from commercials to music videos. This official Softimage guide will show you how you can effectively use XSI to create compelling, lifelike characters. You'll cover each step-from designing and modeling to rendering and compositing. Learn how you can use Behavior to create intelligent characters that can interact with one another to form a realistic 3D animated crowd. You'll also cover scripting and how it can be used to save time and increase productivity.

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