Subject: Re: Sound or Animation First?
Posted by Chicken on Mon, 05 Nov 2012 20:40:23 GMT
View Forum Message <> Reply to Message

Wayne Parham wrote on Thu, 01 November 2012 10:48
Motion capture came pretty early on in 3D computer animation technology. There really wasn't much that happened before that, unless you're talking about artists drawing by hand or modeling with clay.

As for 3D computer models, there were some early models that weren't done with motion capture but most were models of machinery and other inanimate objects. As soon as models of living creatures were sought, motion capture was developed. Kind of happened at the same time.

Yes, I was referring to older animated movies, since I've been bombarded with Cinderella and Sleeping Beauty lately and they were released in 1950 and 1959, respectively.