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I took Character Design and Traditional Animation a few years back to sharpen my art skills and to obtain the knowledge and necessary tools for becoming a professional animator. The instructors at Elite Animation Academy were incredibly engaging and show

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not only their knowledge but a profound sense of passion for what they do. I am grateful for their mentorship and guidance which provided the ...

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3D computer graphics, or three-
dimensional computer graphics
(in contrast to 2D computer

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graphics), are graphics that use a three-dimensional representation of geometric data (often Cartesian) that is stored in the computer for the purposes of performing calculations and rendering 2D images. The resulting images may be stored for viewing later

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(possibly as an animation) or
displayed in real time.

[Mario Party 10 - Super Mario
Wiki, the Mario encyclopedia](#)

A new 3DS mesh importer based
on the 3DSFTK library give a
much improved import of 3DS

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meshes. Appropriate Image maps
and Materials are created as
well as correctly aligned
surface image map textures.
03.03.2014 Some additions to
the gallery with model files.--
posted by Webmaster. An image
of a Stuart Engine and the
model and animation files been

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added to the gallery.

11.02.2014 Some updates ...

[Motion graphics - Wikipedia](#)

Character Kickstart. In this course, you'll explore character actors in Unreal Engine, including AI-controlled

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actors, actors for networking,
and more. Comprehending
Projects and File Structure.
This course dives into the
fundamentals of the Epic Games
Launcher, creating projects,
and adjusting project settings,
as well as providing a tour of
important project files.

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