



CG101:A Computer Graphics Industry Reference (2nd Edition)

By Terrence Masson



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Eight years after the sold out first edition, and follow-up special Japanese version, CG101 has been completely revised and updated for 2007 by author Terrence Masson. By now a common sight on desks all over the world at major studios and schools alike, CG101's history has been exhaustively researched for accurate and up-to-date insider info. Tips for students on how to get into the biz, never before seen color photos and hundreds of unique first hand stories (like how Pixar got its name) .. It's all in CG101, 2nd Edition; an indispensable companion for producers, students and CG veterans alike.

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Editorial Review

Review

"It ROCKS!! It s the most concise overview of CG to date. If I had to assign one book as a guide to the world of computer graphics it would be this." ---Bob Hoffman : VP of Marketing, Technicolor

"Great project, Amazing job, here. I'm sure you're getting comments from all over." (1st Edition) --Brad deGraf

"Great work- you've got a really good collection going. It was fun to read the old stories again." (1st Edition) --Craig Upson

About the Author

Over the past 17 years, Terrence Masson has served the film and computer graphics community with inspiring production leadership, innovative creative techniques and technical problem solving. After earning his BFA (Graphic Design and Art History) MA (Computer Animation) Terrence spent his early years in New York and Boston in graphic design, commercial flying logos, large format and interactive projects; specializing in camera and lighting. Since founding his own consulting company Digital Fauxtography Inc. in 1994 Terrence has built and led teams ranging in size from six to sixty. Major studio collaborations have included founding positions at The Trumbull Company (1992), Digital Domain (1993) and Warner Brothers (1994), consulting to Sony Pictures Imageworks (1995) and Dreamworks (2003) and two tours at Industrial Light + Magic (1991 and 1996-2000). Terrence also single-handily created the original CG animation and rendering techniques to launch South Park the television series in 1996. As an independent VFX Supervisor and Senior Technical Director he has contributed to over 20 major film projects including Fantastic Four, Hook, True Lies, The Star Wars Trilogy Special Edition, Spawn, Batman Forever, Small Soldiers and Star Wars Episode I: Phantom Menace. Large format projects include Luxor for Doug Trumbull and Mars Odyssey for Simex. His many national commercial projects include the original Bud Frogs (1995) for Digital Domain and the award winning Dodge Molecule for ILM-Commercials. Terrence has also produced and directed real-time hardware graphics for major titles such as Bruce Lee: Quest of the Dragon for Universal Interactive, SimCity4 for Maxis/EA and Batman: Dark Tomorrow for Kemco/Japan. As an award winning Animation Director his short animated films (including Bunkie & Booboo) have been featured in festivals worldwide. Terrence is a much sought after lecturer and has spoken at dozens of animation festivals, conferences and universities around the world on a wide range of topics. He is a long time member and supporter of both the Visual Effects Society and ACM/SIGGRAPH. He is currently the Computer Animation Festival Chair for SIGGRAPH 2006

Users Review

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