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-describes the evolution of CG.
The history of traditional cinema
technology is a fairly straight path
from Lumi è re to MGM.

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

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Moving Innovation: A History of
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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.

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Computer graphics (or CG) has changed the way we experience the art of moving images.

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passion, enthusiasm, and
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Moving Innovation | The MIT
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Moving Innovation: A History of
Computer Animation. There are a
lot of books about computer

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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,

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cold warriors, hippies, video game
players, and studio executives.

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Moving Innovation helps us to
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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

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