

I.	Theory of Animation	8
II.	Cinematography	15
III.	Integration of Computers and Animation	115
IV.	Animation Techniques	117
	A. Change in Image as a Whole	
	B. Background Animation	
	C. Cel Animation (Image Interpolation)	
	D. Motion Graphics	
	E. Parameter Specification (3D)	
VI.	Kinematics	229
	A. Parameter Paths/Interpolation	
	B. Spline Pathways and Constraints	
VII.	Dynamics	283
VIII.	Simulation	301
IX.	Artificial Intelligence	319
X.	Animation Languages/Scripting Systems	321
XI.	Editing and Compositing	439
XII.	Character Animation Particulars	493
	2D Drawing Techniques	
	Body Modeling: Torso, Limbs, Hands	
	Faces	
	Locomotion	
	Expressive Behavior	
XIII.	Directing Character Animation	
XIV.	Facilities	
XV.	Management Systems	
	Bibliography	
	Filmography	
	Glossary	
	Testing	
	Index	