



The motion picture and broadcast TV industries have used 3D computer graphics for many years. These systems are workstation-based, however, and out of reach to most animators or would-be animators. Now that the PC is getting powerful enough to compete with these systems, and the software is available to compete with the quality of the output, you will see even more 3D animation incorporated into what you watch every day.

With the prices and the ease-of-use factor going down, more and more people are getting involved in this field every day. In the beginning, PCs were only used as tests for the big workstations, but a lot of final work is being done on systems today, and the percentage is steadily increasing.