

Tables

<i>Section</i>	<i>Title</i>	<i>Page</i>
Table 1	Compositing/Rendering Software & Operating Systems	69
Table 2	Animation Techniques	70
Table 3	Animation Market Segment Present/Future as a Percentage of Total Business	71

Appendix

i)	How to Build an Animation Portfolio	72
ii)	Animation Industry Doing-Business Briefs	77
iii)	Animation Market Study Questionnaire	79
iv)	Map of Studio Locations	83
v)	Listing of Studios	84
vi)	Write to the Author with Comments/Suggestions	87