



# Implementing a Digital Asset Management System: For Animation, Computer Games, and Web Development

*Jens Jacobsen, Tilman Schlenker, Lisa Edwards*

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Learn how the top CG film, computer game and web development companies have saved significant time and money on their projects by optimizing digital asset management systems and streamlining production processes. Also included is a product overview with 28 detailed descriptions of software solutions, including screenshots and prices, as well as a practical assessment of their suitability for different industries & project sizes.

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