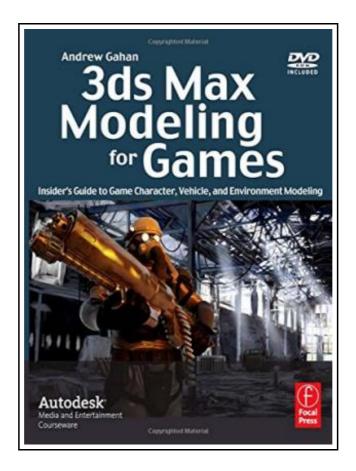
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Reviews

Basically no words to describe. We have read through and i also am sure that i am going to going to read once more once again later on. You may like just how the article writer compose this publication.

(Mrs. Jane Quitzon DDS)

MESA COLLEGE 3DS MAX BUNDLE: 3DS MAX MODELING FOR GAMES: INSIDER'S GUIDE TO GAME CHARACTER, VEHICLE, AND ENVIRONMENT MODELING: VOLUME I



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Focal Press, 2008. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: Max Modeling for Games Brief Outline - This book is an essential guide for the 3D artist using Max who wants to grow into developing 3D content for computer games and simulations. - Preface - About the author - Why this book was written - How this book is organised - A short introduction to the guest writers included in the book, who they are, and what they have created. - Chapter 1 - Low poly Asset (30 min tutorial *Introduction to modelling *Setting up 3ds Max *Creating a cardboard box using primitive objects *3ds Max Shortcuts *Texture mapping your box (UV mapping)*Common problems *Rendering your model *Creating a portfolio image *Moving on to Chapter 2 - Chapter 2 - Low poly Asset 2 (1 hour tutorial)*Creating primitive objects *Slice, Extrusion and Scale *Creating simple textures in Photoshop from photos *Applying textures to the model (UV mapping) *Common problems *Rendering your model *Creating a portfolio image *Moving on to Chapter 3 - Chapter 3 - Low poly Asset 3 (2 hour tutorial)*Creating primitive objects *New tools *Creating textures in Photoshop from photos *Applying textures to the model (UV mapping) *Common problems *Rendering your model *Creating a portfolio image *Moving on to Chapter 4 - Chapter 4 - Creating Complex Texture Maps from Photographs *Basic equipment *Taking your own photos *Photoshop *Layers *Crop, Transform, Scale, Rotate, Skew, Distort and Perspective *Making tillable textures *Healing brush, clone stamp and eraser *Levels and Curves *Brightness/Contrast *Hue/Saturation *Common problems *Rendering your texture *Creating a portfolio image *Moving on to Chapter 5 - Chapter 5 - Low poly in-game vehicle *Blueprints/sketch *Image planes *Bonnet *Body *Doors *Roof *Details *Wheel arches *Windows *Wheels *Textures & UV's *Common problems *Rendering...

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