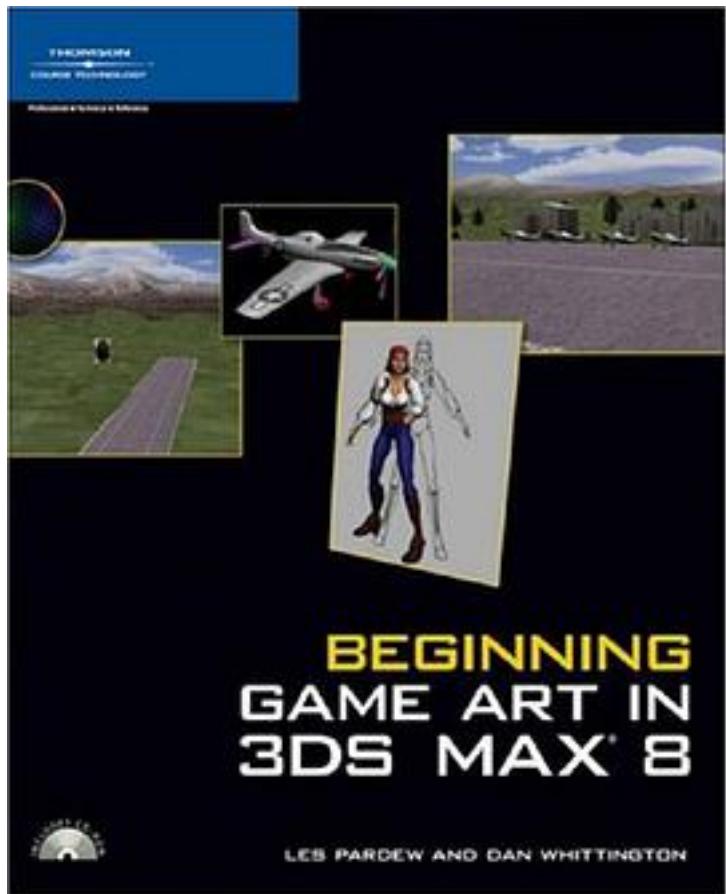


# Beginning Game Art 3ds Max X



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Although 3ds Max is highly popular, there is currently a lack of thorough, instructional material specific to game art development. Beginning Game Art in 3ds Max 8 will teach by example, showing how to create art that could be used in a real game and explaining why it needs to be created in a specific way. It will include many

step-by-step exercises enabling readers to practice what they are learning along the way. After learning the fundamentals of 3ds Max 8, readers will cover everything from building game objects, worlds, and characters, to rigging characters and animating for games.

作者介绍:

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