Modeling a Character in 3DS Max

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In this update to his best-selling character modeling book, professional modeler and animator Paul Steed shares a number of tips, tricks, and techniques that have made him one of the industry s most recognized 3D artists. Modeling a Character in 3ds max, Second Edition provides readers a professional-level skill set as it chronicles the creation of a single low-poly real-time character from concept to texture mapping, and gives insight into the process of creating a high-resolution character. Learn how to: Model with primitives, Use extrusions and Booleans, Mirror and reuse models, Optimize the mesh, Create and apply textures, Loft shapes

作者介绍:

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