Creating 3D Worlds

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Creating 3D Worlds is a book all about virtual 3D environments, landscapes, and scenery. Using modern digital 3D graphics software and techniques it's now possible to create intricate, hyper-realistic worlds on your desktop PC. Creating 3D Worlds will help you achieve this by examining and explaining the different programs and techniques used by both hobbyists and professional digital artists working in the movie and TV broadcast industries, the Web, and in print graphics. Discover the possibilities of digital landscaping, atmospheric effects, and volumetric cloud-rendering techniques, and learn how to populate your virtual scenes with a variety of plants, creatures and man-made structures. Written by a leading exponent in the field, Creating 3D Worlds is packed with professional hints and tips, and all the information you will need to generate fantastic new 3D environments. A free CD is included that contains the 3D software and tutorial files needed to follow the examples in the book, so you can start creating your own 3D environments straight away.

作者介绍:

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