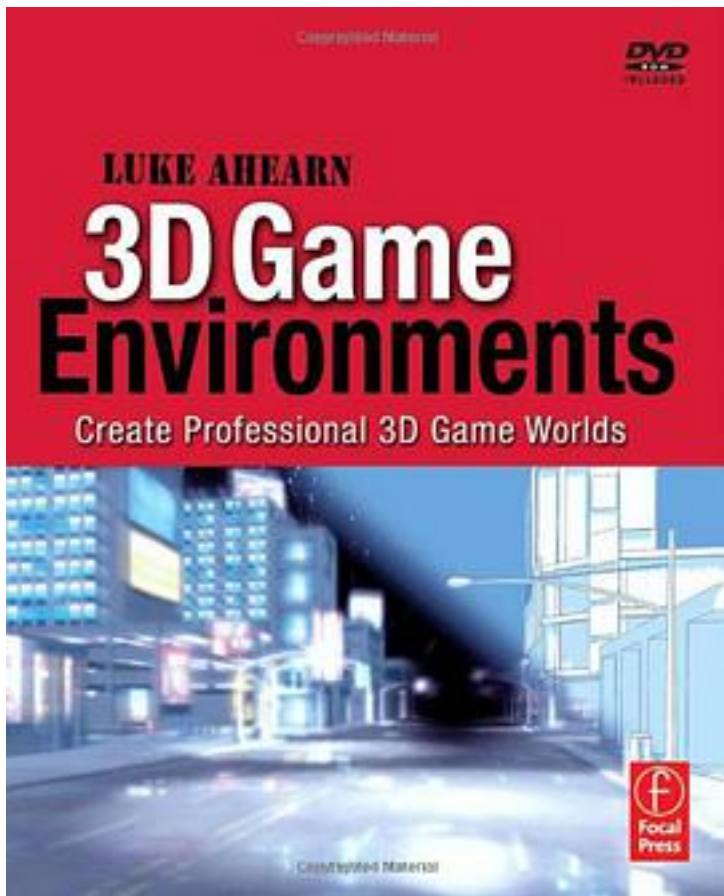


3D Game Environments



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The ultimate resource to help you create triple-A quality art for a variety of game worlds; 3D Game Environments offers detailed tutorials on creating 3D models, applying 2D art to 3D models, and clear concise advice on issues of efficiency and optimization for a 3D game engine. Using Photoshop and 3ds Max as his primary tools,

Luke Ahearn explains how to create realistic textures from photo source and uses a variety of techniques to portray dynamic and believable game worlds.

From a modern city to a steamy jungle, learn about the planning and technological considerations for 3D modeling, UV layout, and creating textures that goes into developing a realistic and appealing game environment with:

- * The entire game world development process: from planning to modeling and texturing.
- * Exercises and projects to practice with: each section includes projects to practice creating different world genres.
- * CD with source art to practice with and use in your own projects, program demos, and plug-ins.

作者介绍:

目录:

[3D Game Environments 下载链接1](#)

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