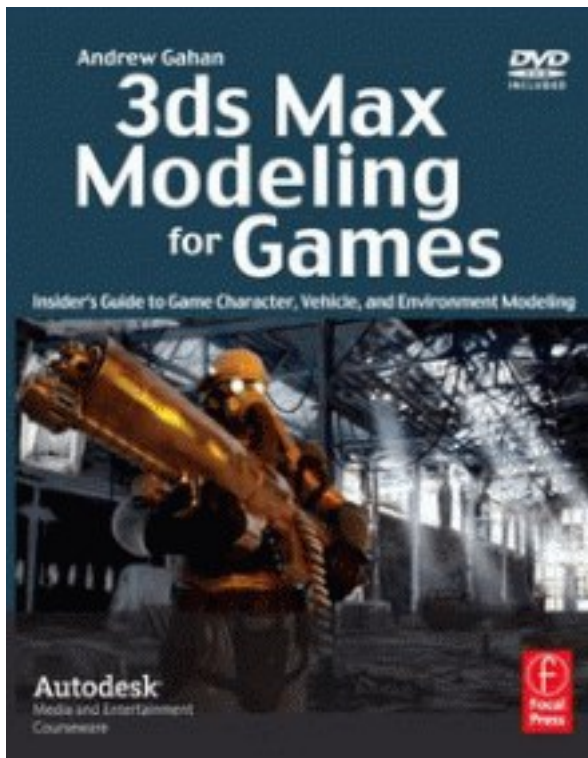


3ds Max Modeling for Games



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出版者:

出版时间:2008-8

装帧:

isbn:9780240810614

The book will provide insider tips, traps, and techniques on how to create 3d assets for use in computer games and simulation systems. The book will consist of a series of tutorials, starting with simpler models and moving up to more complex builds. As the book comes to us directly from successful game artists within commercial game development circles (Gahan + contributors) aspiring game artists will also find keen insights on how to get ahead in the game industry, i.e. how to prepare your personal portfolio to provide an edge in this extremely competitive world of game development.

The strength of this book is that it teaches all of the important game modeling elements of 3ds Max: character modeling, environment modeling, mapping. The book covers how to model, texture and animate credible game characters and levels using 3ds max. As readers move from tutorial to tutorial, they will be building their own portfolio of high quality work.

作者介绍:

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