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## Mesa College 3ds Max Bundle: 3ds Max Modeling for Games: Insider's Guide to Game Character, Vehicle, and Environment Modeling: Volume I

By Gahan, Andrew; Gahan, Andrew

Focal Press, 2008. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: Max Modeling for Games Brief Outline - This book is an essential guide for the 3D artist using Max who wants to grow into developing 3D content for computer games and simulations. - Preface - About the author - Why this book was written - How this book is organised - A short introduction to the guest writers included in the book, who they are, and what they have created. - Chapter 1 - Low poly Asset (30 min tutorial) \*Introduction to modelling \*Setting up 3ds Max \*Creating a cardboard box using primitive objects \*3ds Max Shortcuts \*Texture mapping your box (UV mapping)\*Common problems \*Rendering your model \*Creating a portfolio image \*Moving on to Chapter 2 - Chapter 2 - Low poly Asset 2 (1 hour tutorial)\*Creating primitive objects \*Slice, Extrusion and Scale \*Creating simple textures in Photoshop from photos \*Applying textures to the model (UV mapping) \*Common problems \*Rendering your model \*Creating a portfolio image \*Moving on to Chapter 3 - Chapter 3 - Low poly Asset 3 (2 hour tutorial)\*Creating primitive objects \*New tools \*Creating textures in Photoshop from photos \*Applying...



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HarperCollins Publishers Inc, United States, 2016. Paperback. Book Condition: New. Reprint. 203 x 135 mm. Language: English . Brand New Book. An international bestseller, Barbara Coloroso's groundbreaking and trusted guide on bullying-including cyberbullying-arms parents and teachers with real solutions for a...

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