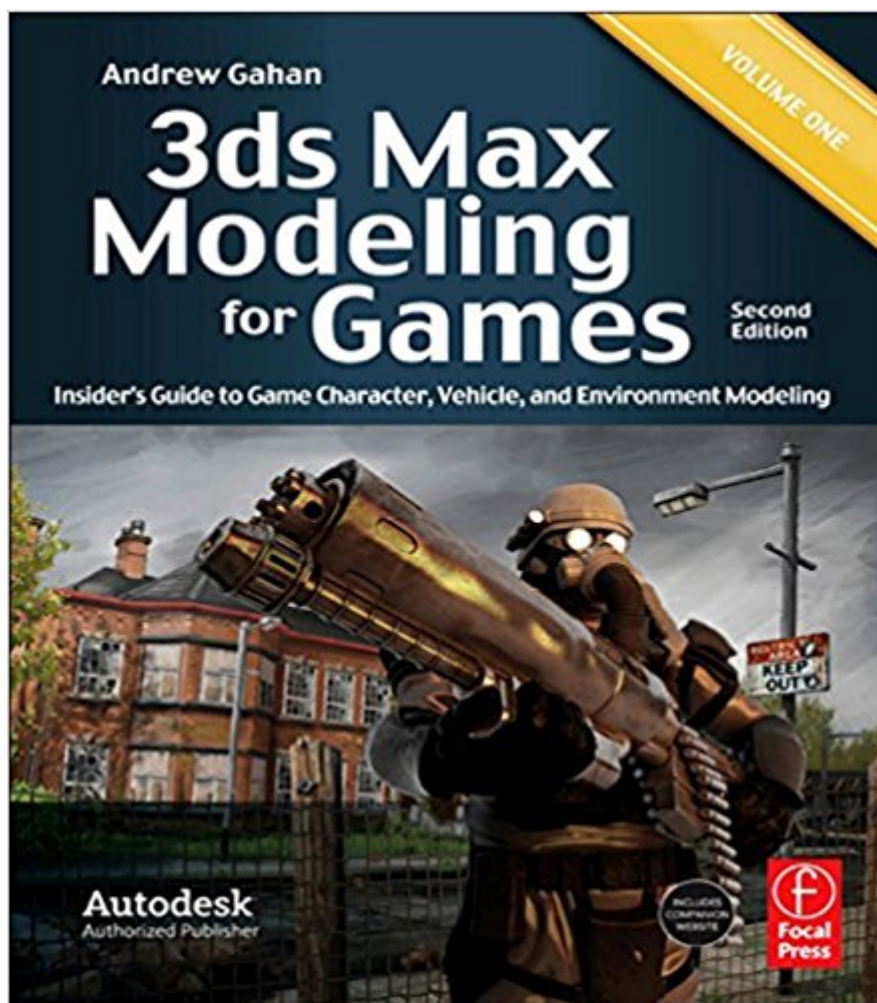


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3ds Max Modeling For Games: Insider's Guide To Game Character, Vehicle, And Environment Modeling: 1



Synopsis

With 18 years under his belt in the game industry, a key contributor to the MotorStorm series, and the creator of the 3ds Max in Minutes video series (at FocalPress.com), Andrew Gahan delivers the expert techniques in 3ds Max Modeling for Games, 2nd edition. This updated edition is packed with new tutorials that will enhance your modeling skills and pump up your portfolio with high-quality work in no time. Along with Anthony O'Donnell and a team of experts, Gahan covers all of the fundamental game modeling techniques, including character and environment modeling, mapping, and texturing. Finally, a bonus section in 3ds Max Modeling for Games offers readers insights and tips on how to get their careers started in the game industry. New, expanded tutorials take readers of all abilities through full character and environment modeling from beginning to end Companion website (3d-for-games.com) offers a robust, supportive forum where readers can get commentary on new work, develop skills and portfolio art, as well as network with other game artists on a variety of projects. Also features project files for all tutorials in the book and enough support images and photos to keep the budding artist busy for months Completely updated gallery allows the reader to build on various models

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Customer Reviews

I bought the first edition of this book and was initially going to give it two to three stars due to the terrible chapter on normal maps, written no less by a guest writer and not the author himself. Upon seeing there was a new edition however, I ordered it and saw that it contains new material, including updates to the offending chapters and am happy to now give it 5 stars. It is a real improvement, and though the chapters have been changed since the first edition (for example, the said normal mapping is now in the later parts of the book), the content overall is top notch, and matches the selection of the subject matter making it the perfect source. What makes this book/volume worth its weight in gold is the breath of materials it covers while still giving you the depth necessary. It assumes you already have a background in 3ds Max and is indeed a perfect complement to it after you learned the basics. Although it is intended for 3D for games as the title suggests, what you learn is applicable to all aspects of 3D, particularly topics that are the most common and fundamental in modeling that other books do not cover. For example, one of the better books in Max is Poly-Modeling for 3DSMax, which has good content for nuances in modeling, but the forgettable lessons there are matched only by the author refusing to even discuss UV mapping when even a single chapter would have helped a lot. Ditto for other books which are either too shallow and generalized, or simply don't have enough meat. They just don't hold a candle compared to this book (now, the first volume in a set of two), which covers what you need to know while covering all necessary aspects not just for games but 3D modeling in general. I can't wait to read the next volume.

If you're working with 3ds Max, or even similar packages, I think this book holds some insight. I've tried a few different modeling packages, but somehow Max just seemed to click better for me. Maybe it's because it was the first one I started learning with, or maybe it's popular for a reason. Not sure, but I think it's a very capable product (especially for game development). 3ds Max Modeling for Games shows you how to do some basic (and not so basic) modeling tasks in the app. I found the instruction to be detailed and clear, though at times it can be very specific to the package. So what does Andrew Gahan show you here? Well, he goes through some basics of working with the 3ds Max interface, terminology for game art, and texturing. Then he shows how to create, unwrap, and texture a simple model. Creating a more complex model

(sort of a floor sweeper thing), vegetation and alpha maps, a low-poly vehicle, normal mapping techniques, an entire 3D environment, and finally a high and low poly character. Quite a good assortment of chapters and each one was fully fleshed out. I did appreciate that the author goes through each step, even simple stuff other books may gloss over. In some cases, as I started reading I was questioning the method he was using, but eventually he made it work. While the text is very focused on the one specific application, I do think that artists (or aspiring artists) could glean knowledge from the techniques and apply them to other packages. However, this would not be the first book I went to if I was using Maya or whatever. Overall I feel like I learned a couple neat tricks, and after reading the book I feel a little more confident in my modeling skills. Will really need to put this to the test soon, as I've been dying to create some nice art to work with building graphic demos and whatnot. Looking at programmer art all day is just not as motivating. I have plans of creating a realistic-style apartment, and I think it's something reasonable to get finished. Down the road, I'd love to do a full character, but I've always struggled with this in the past. At least now that I've switched to Unreal, I can free up some of my effort to focus on art since I know the engine will support whatever I throw in there (and make it look good!). Looking forward to checking the Volume II in the series shortly.

This book is Not for beginners. I am a student in making Games and Simulations and I got this book in high expectations. It does go deeper in how materials are used, cameras, lighting, and surface mapping. It shows you how characters are developed and background maps are produced. It shows more how to UV Unwrap and such. But it's advanced. Learn first how to make a biped from a box that looks halfway real, then animate it with all the colors, textures and such. Then you're ready for this book.

As another reviewer here stated, this book very frequently skips over some very important steps. If you're using it in a classroom setting (as I did and many others presumably are), this may very well be a non-issue. Don't count on it for help if you're a beginner using it outside the classroom, though. While it covers a LOT of modeling techniques, it skips over things that it must be assuming your professor will simultaneously teach you in greater depth as you read it.

To clarify a few things right from the beginning: The author of this book is clearly a very strong 3D artist, but there are some serious problems with this book as it pertains to it being advertised as book to beginning this type of modeling. If I had been a reasonably experienced modeler, specifically

with 3ds Max, this book would likely be more effective. But the fact of the matter is that the author frequently skips important steps, apparently assuming that you will just know to do these things based on the random small pictures and vague narratives. I would not recommend this book for a beginner or even a moderately experienced 3dsMax user/artist.

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