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Sep 04, 2020 modeling a character in 3ds max wordware game developers library Posted by Anne GolonMedia TEXT ID 56443ce9 Online PDF Ebook Epub Library Essential 3ds Max 8 Wordware Applications Library Epub

This volume takes readers step-by-step through every major aspect of this powerful 3D program, from organic modeling and character creation to architectural renderings and advanced lighting techniques. The author focuses on the character creation process, including proper edge loops and poly modeling techniques.

The Title Says It All: With Modeling, UV Mapping, And Texturing 3D Game Weapons You'll Learn How To Model, UV Map, And Texture First- And Third-Person Game Weapons In A Step-By-Step Progression From Simple To Complex. The Book Begins With A Lesson On Customizing Your Modeling Application For Ease Of Use, And Then Turns To Weapon Creation. Each Weapon - From A Samurai Sword To A Modern High-Velocity, Fully Automatic Machine Gun - Is First Modeled And Optimized, Then UV Mapped, And Finally Textured For Realism. While The Tutorials Were Written Using Maya, The Principles Described Will Work With Any Polygonal-Based Modeling Package. Companion CD Includes A Trial Version Of Adobe Photoshop CS2 For The Microsoft Windows Operating System, And More!

LightWave v9 Texturing takes you behind the fine art of surfacing your 3D objects using LightWave 3D. Because many artists find texturing and prepping objects for texturing intimidating or confusing, this book breaks down the process and makes it easier to understand by guiding you through LightWave's powerful surfacing toolset and a number of helpful tutorials. LightWave v9 Texturing also demonstrates how easy it is to create surfaces using LightWave's new, powerful node-based shading system. With this book go beyond texturing theory to find out what makes a great realistic texture; learn how to build textures using both LightWave's classic layer system and the new Node Editor; discover how to unwrap and edit UV maps; find out how to create a variety of surfaces through a series of tutorials; enhance your surfaces with gradients, image maps, and procedural textures.

Companion CD included with 30-day demo of LightWave v9! The process of creating accurate and pleasing lighting in CG environments demands both an understanding of the fundamentals of light and knowledge of the available tools. LightWave v9 Lighting addresses these issues in a practical guide that shows you how to achieve your lighting goals using the latest version of LightWave 3D. With this book discover the tools and features of LightWave v9 that can improve your lighting; understand lighting concepts including color, shadow, intent, and style; explore a number of tutorials that demonstrate specific lighting setups; learn how to enhance your lighting with volumetrics, lens flares, projection images, and radiosity; find out how the proper lighting can turn a good shot into a great shot.

Design Patterns demonstrates how software developers can improve the performance, maintainability, portability, and scalability of their code through the use of the Gang of Four design patterns. After a discussion of patterns methodology, reasons for using design patterns, the book delves into each of the 23 patterns. Each pattern section gives a detailed description of the pattern, refactored from either Boolean logic or simpler, less-maintainable code that you might encounter in the real world, and shows readers how to use the pattern in their code. The text walks readers through making the move from current code to the pattern, lists the benefits of using the pattern, and shows how the pattern performs after the refactoring effort, with a goal throughout of providing practical implementations.

Essential ZBrush offers a detailed overview of the popular digital sculpting tool as well as a guide to mastering digital sculpting. From the basics of ZBrush to the creation of a number of models that demonstrate hard surface sculpting, realistic organic sculpting, and environmental sculpting, this book provides readers with the tools to produce high-quality digital sculpts. With this text, the reader will explore the various ZBrush palettes, brushes, and settings, and learn how to customize the interface; discover how to create a base mesh using ZSpheres; find out how to use normal and displacement maps in both 3ds Max and Maya; understand the importance of properly posing your models; explore a variety of production-tested pipelines and workflows; learn how to create and apply materials to your models. Includes companion DVD with more than 3 hours of video tutorials showing how to model and texture the image shown on the front cover! It also contains full-color versions of the images in the book.

Maya 8 Character Modeling takes a unique approach to modeling as it breaks down character creation using an easy-to-follow formula that makes the learning process less daunting. The author presents an overview of modeling basics and then shows how to block out the body, shape body parts, add details, and create joints and controls using Maya 8. By the time you've finished the book, you'll have created a figure that is textured, rigged, and ready to be animated. With this book understand the building blocks of modeling, including quads, edge loops, normals, UVs, and mapping; discover how "modeling by formula" eases the character creation process; find out how to create a UV layout that makes texturing easier; learn how to place joints and controls and skin your character so it deforms properly when animated. Companion CD included with the images from the book, Maya files to help build the character, AVI movies that show the modeling process in real time, and Mel scripts for installing a character modeling tool menu that can improve the user's workflow!

Essential 3ds Max 2008 offers a user-friendly introduction to the newest version of 3ds Max. From an overview of the user interface, tools, and modifiers to modeling exercises that demonstrate the creation of an interior, a basic character, and a suit of armor, this book provides readers with a guide to getting the most out of Max. Learn how to model objects using a variety of low-poly and high-poly techniques; use texture maps to vary the look of objects; create and adjust lights in your scenes; unwrap models to generate UVW coordinates; generate normal maps for use in real-time simulations and game development; composite images with background plates.

SQL for Microsoft Access (2nd Edition) provides a guide to getting the most out of Microsoft Access through the use of Structured Query Language. Step-by-step examples demonstrate how to use SQL script to create tables, add records to tables, and retrieve and manage records. Readers will also learn about calculated fields, Access projects, and the integration of SQL script in VBA and ASP code. Explore the relational database structure and the basics of SQL. Understand how table joins, unions, and subqueries are used to retrieve records from multiple tables simultaneously. Learn how to filter records and group data. Discover how to create parameter queries that prompt users for data. Test your knowledge and comprehension with the end-of-chapter quizzes and projects.

Computer Graphics & Graphics Applications

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