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Maya for Games: Modeling and Texturing Techniques with Maya and Mudbox (Mixed media product)

By Michael Ingrassia

Taylor Francis Ltd, United Kingdom, 2008. Mixed media product. Condition: New. Language: English . Brand New Book. Well-known Maya professional, Michael Ingrassia, takes readers through his unique style of modeling: Image Based Modeling where efficient, realistic models can be created very quickly. Ingrassia s techniques allow modelers to create exact replicas of their concept characters or objects. The techniques presented are very efficient and allow game modelers to quickly build out stand alone props to populate environments and game levels. Presented are tried and true techniques that the author has used successfully in game production for the past 10 years. Most, if not all 3D books, focus on basic box modeling techniques, which are the basis for proper 3D modeling but not the complete solution. In the author s experience, students who have learned through the Image Based Modeling brand, have quickly excelled into effective modelers. One of the hardest things for any modeler to do is match their model EXACTLY to the concept art or photos they are provided. The insider tips in this book walk artists through this process. Artists begin with basic modeling and advance to a creating a complete scene and set design/game level. Rather than...



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Reviews

Extremely helpful for all group of men and women. it absolutely was writtern extremely perfectly and valuable. Your way of life span will be transform when you complete looking at this ebook.

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