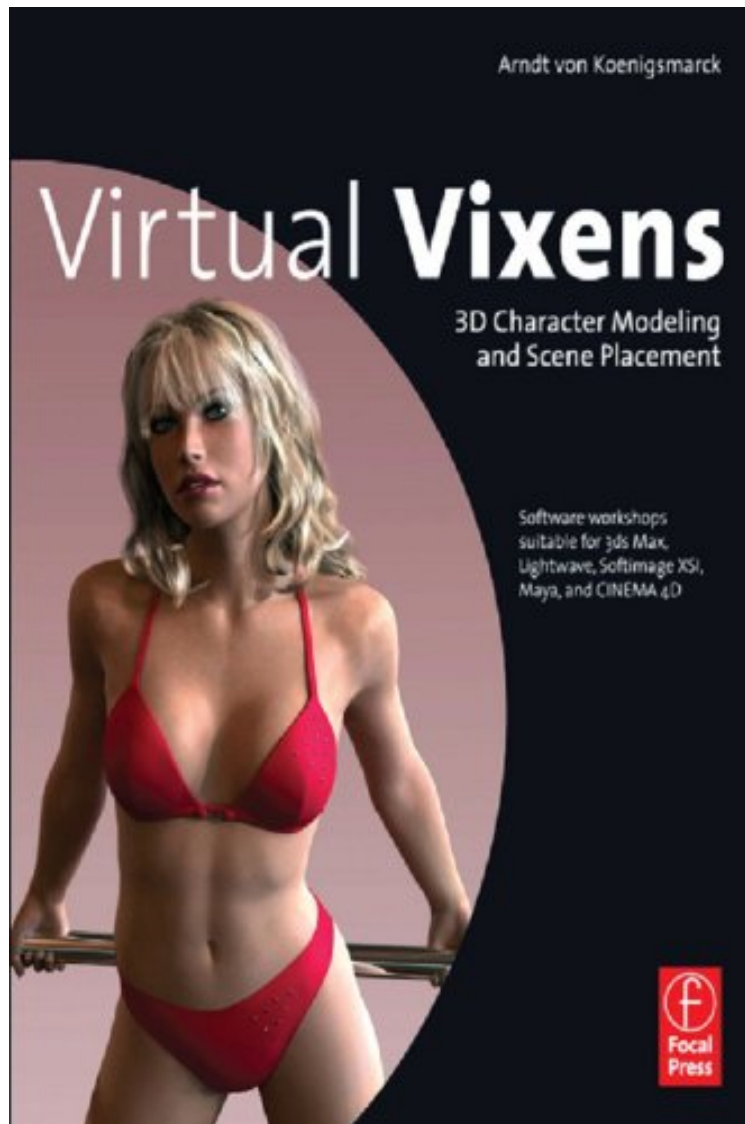


[FREE] Virtual Vixens: 3D Character Modeling and Scene Placement

Virtual Vixens: 3D Character Modeling and Scene Placement

Von Focal Press

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Von Focal Press : Virtual Vixens: 3D Character Modeling and Scene Placement before purchasing it in order to gauge whether or not it would be worth my time, and all praised Virtual Vixens: 3D Character Modeling and Scene Placement:

Kundenrezensionen Hilfreichste Kundenrezensionen 0 von 0 Kunden fanden die folgende Rezension hilfreich. For Character Modelling ideal Von Christian Teller This Book show a lot of interesting High-Poly Characters in different views and phases of the work progress. You should also know that only female characters are the topic (like the name it says) with their typical topology. Therefore leads the book over a step by step tutorial through a correct 3d character

modelling, topologizing and texturing. Sadly I awaited a few words to lighting is assist for good scene placement (what would we be without light in a scene ?) But all in all a very nice and helpfull book to push your character modelling abilities.

Kurzbeschreibung Features software workshops for 3ds Max, Maya, CINEMA 4D, Lightwave, and Softimage XSI. Hot, hotter, hottest. See how today's leading modeling artists create 3D characters that sizzle and get the techniques you'll need to create your own virtual vixens. Steven Stahlberg, Liam Kemp, Marco Patrito, and Sze Jones from Blur Studio are just a few of the 3D artists who share their secrets for making the fantasy females you wish were real. You'll get their personal stories, insights into the profession, and new ways to conceive and construct your own 3D characters. Then, seven hands-on workshops demonstrate the complete work cycle of modeling 3D characters to bring your own fantasies to life—from making the first sketch and preparing the template to modeling and texturing characters and lighting and rendering. You can use the techniques with any of the major software tools including 3ds Max, Lightwave, Softimage XSI, Maya, or Cinema 4D. Since the workshops don't use any previously made objects, you'll get to start from scratch with your imagination as the only limit. Participants: Andrea Bertaccini, Max Edwin Wahyudi, Sze Jones, Liam Kemp, Arndt von Koenigsmarck, K. C. Lee, Daniel Moreno Diaz, Marco Patrito, Steven Stahlberg, Francois de Swardt.

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