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Designing 3D Graphics: How to Create Real-Time 3D Models for Games and Virtual Reality

Josh White

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Designing 3D Graphics: How to Create Real-Time 3D Models for Games and Virtual Reality Josh White
A total guide to creating real-time 3D graphics for games and virtual reality.

In this powerful book/CD-ROM package, top computer graphics artist Josh White tells you everything you need to know to create sophisticated real-time 3D graphics for computer games and virtual reality. This book contains the in-depth knowledge of software tools and hands-on modeling techniques that Josh White has learned while creating artwork for over 20 commercial games, including Descent, Zone Raiders, Locus, Legoland, and others.

In this nonprogrammer's guide to 3D graphics, you'll learn how to:
* Design 3D artwork that's optimized for real-time.
* Create realistic 3D objects that render at a high frame rate.
* Master industry-standard tools like 3D Studio and Photoshop.
* Use the three phases of 3D modeling: preparation (sketching out your ideas), design (deciding how to build your model), and implementation (constructing your 3D model).

Here's just some of what you'll find on the CD-ROM:
* A collection of 3D objects and textures you can use immediately.
* Tutorial support: all the 3D models and textures from each step of every tutorial in this book.

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