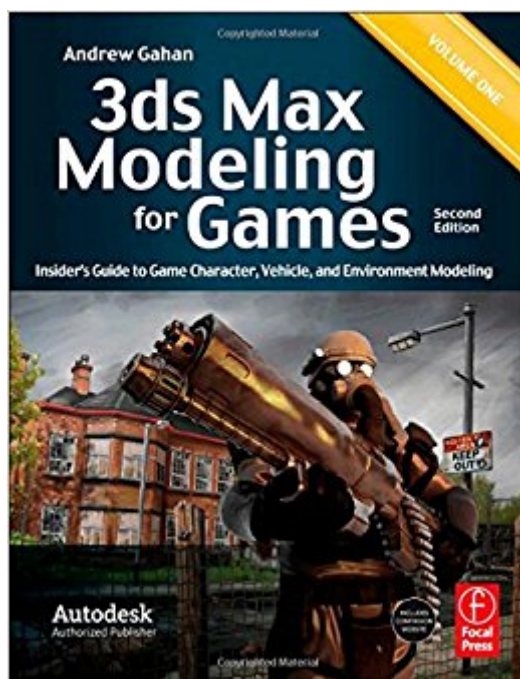The book was found

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

## 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.Ã Â  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.Ã Â  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.Ã Â  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. Ã Â   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.Ã Â  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

## Book Information

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## Customer Reviews

"This book is a must-have resource for anyone wanting to learn how to make game art in 3ds Max. It has great support on the forums which is a testament to the author's enthusiasm for the subject. My students would be lost without it. If you want to understand how to really make 3d art for games

then this is the book you need"--David Wilson, programme leader, BA (Hons) Computer Games Modelling and Animation, University of Derby, UK "This is a great book covering most aspects of modeling for games including the basics of 3D, Ambient Occlusion, Normal Maps, Character, Vehicle, Scene Creation and much, much more. It covers everything you need to get you started for your career in games"--Andy Manns, lead artist, THQ "An extremely comprehensive book covering all the basic theory and techniques with 3ds Max, currently used within the best game development studios in the industry"--Alex Perkins, art director, Sony Computer Entertainment Europe. "For a beginner, getting to grip with 3ds Max is a daunting prospect, but this book picks on the relevant features and aims to get you producing usable 3D game art quickly and efficiently. It gives you a great understanding of what goes into make good 3D video-game art and will give you the vocabulary needed to talk with confidence about in-game models."--Don Whiteford, creative director THQ Digital UK Ltd. "This book is one of the most comprehensive, straight-forward, and easy to follow guides for modeling precise and efficient 3D game assets and environments. Ã Â Andrew Gahan has heard everything every educator has said about what a textbook needs to do to meet the broad stroke of students' needs and abilities in learning how to master 3D modeling with 3ds Max. With simple understanding and imagination, this text can be used to transform modeling for games into modeling for animation or modeling for simulation."--Tim Harrington, national assistant dean, Game and Simulation Programming, DeVry University "Author of this book covers what you need to complete each tutorial; it designed to get you up to speed as quickly as possible producing great artwork and is not designed to teach you how to use all aspects of 3ds Max."--Wonderpedia.wetpaint.com

Andrew Gahan is a leading industry expert in next generation consoles and digital gaming. His roles have included Senior Artist, Lead Artist, Art Manager, Art Director, Art Outsource Manager, and Producer. Andrew is an expert in all gaming tools for commercial game development, including: 3ds Max, Maya, Photoshop, XSI, Gen Head, Z Brush, Mud Box, and Poly-boost (as well as other 3ds max plug-ins). During this time Andrew has worked on 14 standalone published games as well as sequential spin-off products; as well as developing a number of military training systems for the Warrior - Armoured Fighting Vehicle, Harrier and Tornado aircraft. In the last decade Andrew has been involved in recruitment and development of artists, including theoretical and practical training. Andrew has been a freelance consultant helping companies to develop and improve tools and applications that are used by artists in the digital gaming industry. Andrew is currently a visiting speaker and advisor at Liverpool John Moore University for the MA digital games course; and is an

external advisor at the University of Bolton, supporting the development of their forthcoming 3D related courses. Andrew has judged the Independent Games Festival for the past 2 years. He has been a visiting speaker at Liverpool John Moore University since 2005, and will also be a speaker at the University of Bolton for the forthcoming 3D Games Modeling course. Andrew Gahan has given numerous media interviews, of which a recent selection is given below: 15 December 2007. Interview with Gamasutra magazine Media consumption: MotorStorm's Andy Gahan. Television interview for 1-up.com with Pete Smith (Executive External Producer, SCEE (Sony)) in San Francisco, during GDC (Game Developer Conference) in the Sony Store for the launch of MotorStorm. Television interview for GamerTV with Pete Smith (Executive External Producer, SCEE (Sony)) in San Francisco, during GDC (Game Developer Conference)

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 youÃƒÂ¢Ã â ¬Ã â„¢re working with 3ds Max, or even similar packages, I think this book holds some insight. IÃƒÂ¢Ã â ¬Ã â„¢ve tried a few different modeling packages, but somehow Max just

seemed to click better for me. Maybe itÃƒÂ¢Ã â ¬Ã â„¢s because it was the first one I started learning with, or maybe itÃƒÂ¢Ã â ¬Ã â„¢s popular for a reason. Not sure, but I think itÃƒÂ¢Ã â ¬Ã â„¢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 IÃƒÂ¢Ã â ¬Ã â„¢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 itÃƒÂ¢Ã â ¬Ã â„¢s something reasonable to get finished. Down the road, IÃƒÂ¢Ã â ¬Ã â„¢d love to do a full character, but IÃƒÂ¢Ã â ¬Ã â„¢ve always struggled with this in the past. At least now that IÃƒÂ¢Ã â ¬Ã â„¢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 its 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 your 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.

3ds Max Modeling for Games: Insider's Guide to Game Character, Vehicle, and Environment Modeling: Volume I 3ds Max Modeling for Games: Insider's Guide to Game Character, Vehicle, and Environment Modeling: 1 Tradigital 3ds Max: A CG Animator's Guide to Applying the Classical Principles of Animation Vehicle Maintenance Log: Vehicle Maintenance Log Template: Car Maintenance Ã¢â ¬â œ Reminder | Log Book | Mileage Log | Repairs And Maintenance | Everything ... | 5.5 x 8.5Ã¢â ¬Â• small & compact (Volume 1) Bug Out Vehicle: A Step-By-Step Guide On How To Build An Affordable and Quality Survival Vehicle To Evacuate Your Home In An Emergency Disaster Scenario Build the Perfect Bug Out Vehicle: The Disaster Survival Vehicle Guide Vehicle and Traffic Law of the State of New York (Softcover) (Vehicle and Traffic Law of New York) Super Smash Bros. for Nintendo 3DS & Wii U: Strategy Guide & Game Walkthrough Ã¢â ¬â œ Cheats, Tips, Tricks AND MORE! Super Smash Bros. - Nintendo Wii U & 3DS Strategy Guide & Game Walkthrough Ã¢â ¬â œ Cheats, Tips, Tricks, AND MORE! Hoyle's Rules of Games: The Essential Family Guide to Card Games, Board Games, Parlor Games, New Poker Variations, and More Travel Games for Adults: Coloring, Games, Puzzles and Trivia: Featuring Over 60 Activities including Group Games, Games for Two, Scavenger Hunts, ... Word Search, Word Scramble and more Warriors Word Scramble: Word Scramble Games - Word Search, Word Puzzles And Word Scrambles (Word Games, Brain Games, Word Search, Word Search Games, Word ... Scramble, Word Scrabble, Unscramble Word) Game of Thrones: 100 Question Trivia Game For True Fans (Epic Fantasy Series, Game of Thrones Books, Game of Thrones, Fantasy Books) (Epic Fantasy, Fantasy ... TV, TV Guide, Game of Thrones Book) The Game Inventor's

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