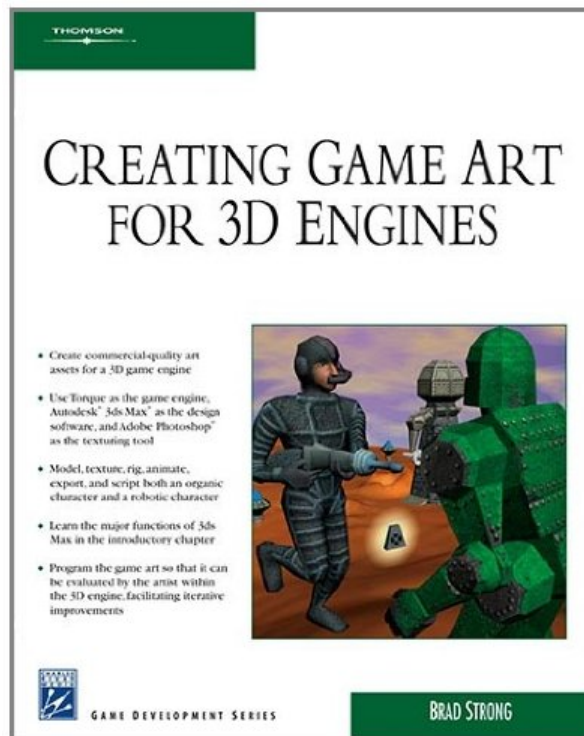


CREATING GAME ART FOR 3D ENGINES (GAME DEVELOPMENT) BY BRAD STRONG



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CREATING GAME ART FOR 3D ENGINES

- Create commercial-quality art assets for a 3D game engine
- Use Torque as the game engine, Autodesk® 3ds Max® as the design software, and Adobe Photoshop® as the texturing tool
- Model, texture, rig, animate, export, and script both an organic character and a robotic character
- Learn the major functions of 3ds Max in the introductory chapter
- Program the game art so that it can be evaluated by the artist within the 3D engine, facilitating iterative improvements



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Review

Introduction to 3ds Max Ch. 1 Low-Poly Modeling Ch. 2 Texturing Overview Ch. 3 Unwrapping the Model Ch. 4 Torque Assets Overview Ch. 5 Exporting Basic Shapes Ch. 6 Animating Static Shapes Ch. 7 Collisions Ch. 8 Pickups Ch. 9 Weapons Ch. 10 Characters

About the Author

Brad Strong is a former Autodesk application engineer with over 18 years of experience using and teaching digital design software. He has taught courses in modeling, texturing, animation, and online game development, most recently for the Art Institute of Colorado. He is the president of 3dCognition, a game-based learning development studio, based in Sweden.

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Learn how to create commercial-quality game art and make it come alive in a 3D engine! "Creating Game Art for 3D Engines" is the ideal guide for the serious student or aspiring animator who wants to learn how to create and successfully export game art, from simple shapes to full-blown characters. Using Autodesk 3ds Max to generate models and animations, and Torque as the 3D game engine, the book provides step-by-step instructions on how to model, unwrap, texture, rig, export, and script all of the essential art assets required for a game. Unlike other books that cover only art creation, Creating Game Art for 3D Engines teaches you how to create art specifically with the game engine in mind. All of the principles and techniques are universal and can be applied to any 3D software or game engine. Get ready to make your game ideas a reality! On the CD: -Sample characters and weapons -Sample pickups and script files -Screen captured movie tutorials -Trial version of the Torque Game Engine

- Sales Rank: #2140150 in Books
- Brand: Brand: Course Technology PTR
- Published on: 2007-09-21
- Original language: English
- Number of items: 1
- Dimensions: 9.25" h x 7.25" w x .75" l, 1.67 pounds
- Binding: Paperback
- 336 pages

Features

- Used Book in Good Condition

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4 of 4 people found the following review helpful.

Worth Every Penny

By Nick McG.

This book does exactly what it sets out to do - explains the entire process of creating 3d game art for the

Torque engine in 3DS Max. As such, it is invaluable to a beginner in the Torque engine, as the art pipeline, particularly from 3DS Max, is often frustratingly convoluted if you try to "go it alone".

My only real criticism of the book is that it reads like an engineering manual. There is little levity here, little to break up the masses of information one needs to absorb in order to create, export and code a given model. This makes getting through the book something of a chore at times - it demands a high level of concentration.

That said, there is no wasted space here, and while I found it quite heavy going - in fact, tiresome at times - I'm extremely happy with the results I've achieved following Brad Strong's tutorials.

If you're serious about creating games for the Torque engine, this is one of the definitive books you really need on your reference shelf. 3DS Max can be intimidating even for those trained in its use, but the author cleverly only covers the toolset required for creating Torque-ready models, and covers them in detail.

Definitely recommended.

0 of 0 people found the following review helpful.

Solid entry level art book

By Howard N Smith

Well written, straight forward coverage of all the steps and techniques necessary to model, texture, and animate 3d assets for your game. It is by no means a comprehensive guide, but never claims to be. If you are looking for a primer on 3d studio max and would like to understand the art pipeline, this is a fantastic book.

Pros:

A considerable breadth of knowledge (covering modeling, texturing, animating, and exporting) each covered without too much skipping ahead. The author is able to stay focused and give you accurate step by step directions without being too terribly dry.

Cons:

Teaches the biped animation which, I am told, is something most artists recommend avoiding completely. The author mentions this is for brevity's sake, to avoid having to cover the much more complex (and book worthy in it's own right) subject of bone animation. So this isn't a deal breaker for me.

The book is short, and may not leave you completely satisfied.

Conclusion:

If you've tried other books that talk about art tools and you felt a little lost, this is a great place to pick up. If you do not have a desire to learn about any technique in particular, but would like more of a walkthrough the entire asset pipeline, this is a great book for you. If you want to drill down into the nitty gritty of something specific, or if you feel like you already have the basics down and want something a little more meaty - then you should probably look elsewhere.

0 of 0 people found the following review helpful.

Four Stars

By William McColl

great book

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