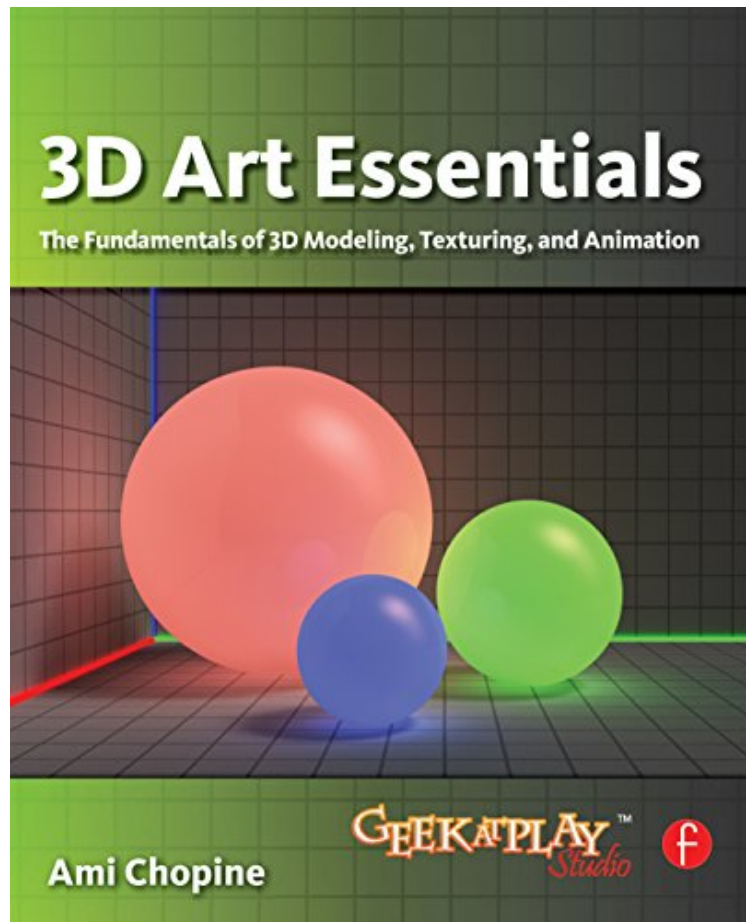


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3D Art Essentials

Von Ami Chopine

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Von Ami Chopine : 3D Art Essentials before purchasing it in order to gage whether or not it would be worth my time, and all praised 3D Art Essentials:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Decent Overview, but not the best IntroductionVon Dr. Bojan TunguzThis is a neat little overview of the fundamental techniques required for all sorts of 3D artistic endeavors. The book is written in an accessible and down-to-earth language, which makes it immensely easy for even the complete novices to follow. It contains many examples and standard 3D techniques used by the 3D artists in the course of their everyday work. The topics covered include "Getting Started and Getting Finished," "NURBS: The Spliny Truth," "Rigging," "Lighting the Way," "Rendering," "Making a Career out of 3D," and many others. Unfortunately, the book doesn't go into any depth when discussing any of these topics, and the examples lack detailed step-by-step instructions. Furthermore, the black-and-white screenshots and illustrations are not the most conducive ways of presenting artistically advanced material. They get the job done, but better illustrations would have definitely improved the quality of this book. Because of all of these shortfalls, this

is not the best book to learn 3D techniques from. It would still make a decent supplementary material though.

Kurzbeschreibung Create high-quality 3D animations and models by using the basic concepts and principles of 3D art presented by GeekAtPlay.com's Ami Chopine. This handy studio reference breaks down the core concepts into easy-to-understand segments and teaches you the 'why' in addition to the 'how.' Using application agnostic step-by-step tutorials, this book teaches you how to model, pose, and texture your creations as well as scenery creation, animation, and rendering. Learn which applications are best for your needs and how you can get started making money in the 3D field. The companion website includes video tutorials, models, project files, and other resources. This book is endorsed by Daz3d.com and includes exclusive Daz3d models.

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ber den Autor und weitere Mitwirkende Ami has been dabbling in computer graphics since she was a child. She co-founded Geekatplay Studio through which several award winning images and animations were released. In September of 2007, the Geekatplay team started releasing video tutorials for Vue. As well as editing Vladimir's work, Ami developed and recorded a Vue tutorial series for beginners, called Discovering Vue, one of Geekatplay's most popular products. Their tutorials are well known the community for being the most informative and easiest to follow of all the Vue tutorials available. Since then, she has also written several tutorials for 3D World Magazine. A graduate of Orson Scott Card's Literary Bootcamp with published fiction, Ami has a passion for teaching and helping other artists develop their creativity. She brings to the table high end professional writing skills, with a strong emphasis on clarity, keeping interest, and understanding the needs of her audience. She is also the co-author of 'Vue 7: From the Ground Up' which published in May 2009.