BOOK COVER TEMPLATE

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3D Digital Studio: Edition Two

In this book, I cover the theory, practice, and purpose related to the production of 3D animation and beyond. Included are projects, exercises, lectures, and tutorials meant to help students of the subject grow and be put on a pathway for mastery.

Hosting on Github Pages

1. Fork this repository
2. Create a branch called `gh-pages`
3. Enable Pages to deploy from `gh-pages` branch.
4. Make sure Actions have permission to run on this repo. `gitbook_action.yml` workflow will automatically publish a Gitbook on the `gh-pages` branch.

Updating a new book

Modify the following files:

- Configuration settings: `book.json`
- Table of contents: `SUMMMARY.md`
- `cover.jpg, cover_small.jpg` (cover.jpg is published as the cover image in the PDF export generated by `.github/workflows/gitbook_action.yml`)
- `LICENSE.md`

Installing gitbook cli

Requirements: NodeJS v4 and above

```
npm install -g gitbook-cli
```

Local development

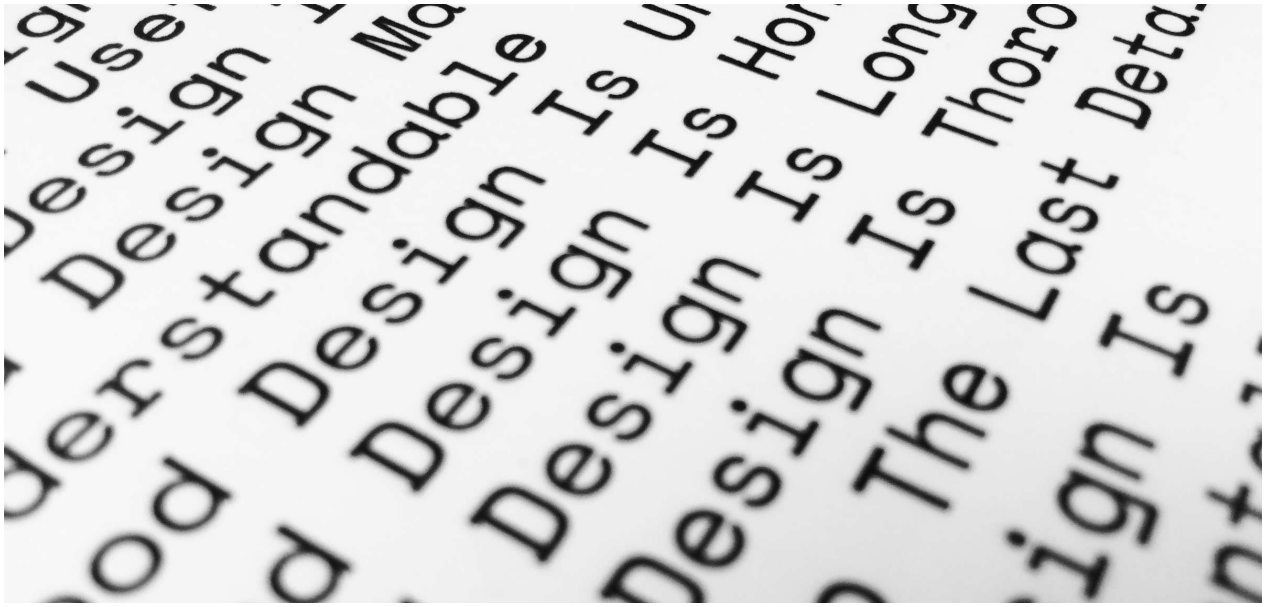
Install local development dependencies: `bundle install`

Install gitbook plugins: `gitbook install`

Build the static website using: `gitbook build`

Build and serve on localhost: `gitbook serve`

Note: PDF and eBook files generate via github action, and not the Gitbook generator, therefore, PDF files will be unavailable in local development.



Chapter 2

Internal link: Let's go to Chapter 1

Recommended Plugins

Hard surface modeling

HardOps/Boxcutter + Fluent

Texturing

- PBR Bridge
- UV Packmaster
- UV Squares
- Node Wrangler(included),

Simulation

- HumanGen
- Simply Cloth
- Flip Fluids
- RBD Lab