Modeling A Character In 3DS Max

Author : Paul Steed / **Category :**Computers / **Total Pages** : 584 pages

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Summary : Free modeling a character in 3ds max pdf download - in this update to his best-selling character modeling book professional modeler and animator paul steed shares a number of tips tricks and techniques that have made him one of the industry s most recognized 3d artists modeling a character in 3ds max second edition provides readers a professional-level skill set as it chronicles the creation of a single low-poly real-time character from concept to texture mapping and gives insight into the process of creating a high-resolution character learn how to model with primitives use extrusions and booleans mirror and reuse models optimize the mesh create and apply textures loft shapes

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