Game Art Factory (with CD 3ds Max Zush next-generation game scenarios to the case decryption)

By QIN WEI MING // YANG TING

paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment.Pages Number: 277 Publisher: Tsinghua University. Pub. Date :2009-01-01 version 1. Game Art Factory series of books is the next generation game art game development by the nation's largest exchange organization in the industry site GAME798 8-bit game art. senior R & D officers are prepared and professional books. Master the production of next-generation game art is a shortcut to enter the game industry. but also existing employees to learn new issues. but by a next-gen game production models of the high. the film and television production. animation is very good reference. Ben Taoshu in teaching research in the development of the game as a case example. by operating with a full detailed video instruction. to give readers more convenient and intuitive way to learn the core of the game art production. As the authors write in the book are the industry's leading game company art director and senior developers. allowing readers to fully understand the true next-generation game development process and methods. the author of the book summarizes the experience gained in the long-term work bit by bit....

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