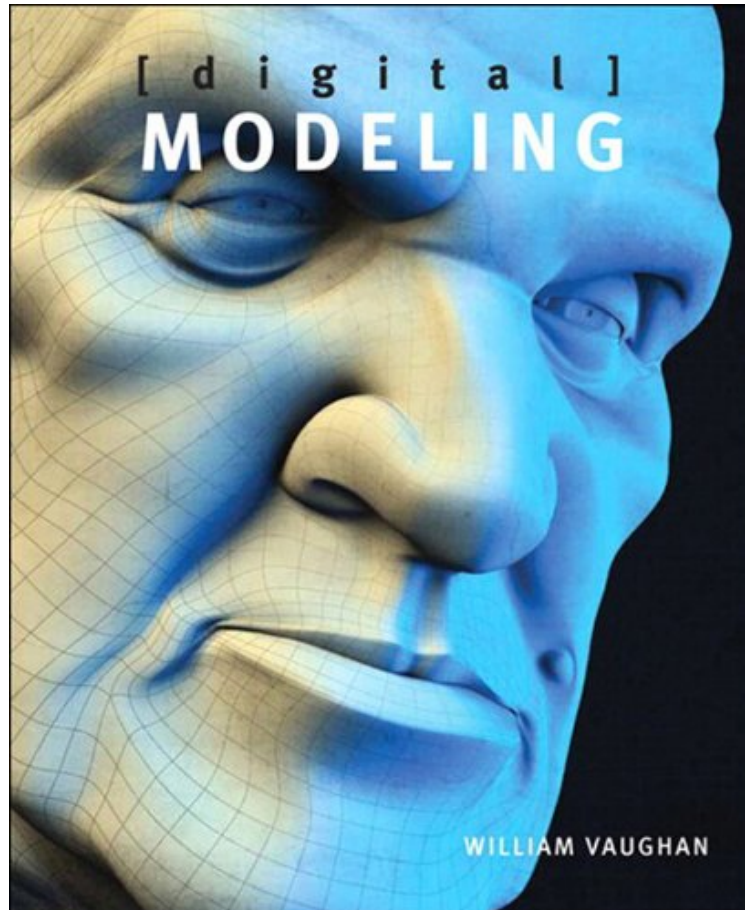


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Von William Vaughan
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KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Ein
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das macht er gut anhand unterschiedlicher Objekte und Projekte. Man lernt strukturiertes und effizientes Vorgehen beim
3D Modelieren und welche Voraussetzunge fr das Rigging und fr Animationen erflft sein mssen. Das Buch vermittelt
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folgende Rezension hilfreich. Mehr als nur ModellierungVon Ennemoser ErnstWilliam Vaughan beschreibt in diesem
Buch nicht nur die technische Vorgehensweise bei der Erstellung von 3D Modellen, wie es vielleicht der Titel
suggeriert, vielmehr gibt er einen umfassenden Einblick in die Arbeitsweise heutiger 3D Artisten. Den Interessierten
drfte William durch seine ausgezeichneten Online Tutorials und seine Artikel und Beitrge in den verschiedenen Foren
bestens bekannt sein. Seine Fhigkeit komplizierte Dinge einfach darzustellen findet man auch in diesem Buch, von der

Beschreibung der 'Production Pipelines' bis zu den '7 Todsnden' bei einer Jobsuche. Auch die Qualitt der Abbildungen, der Texte und der beigelegten CD ist hervorragend, kurz ein wunderbares Buch, das zu lesen es sich lohnt.0 von 0 Kunden fanden die folgende Rezension hilfreich. Must haveVon Frulein EstelleFr alle die sich mit 3D beschftigen, egal ob beruflich oder privat, ist dieses Buch ein must have! Es beschreibt sowohl die Arbeit, Vorbereitung und Essenz des 3D modeling als auch verschiedene Workflows und Techniken.Ich bin total begeistert und nehme es immer noch gerne als Referenz zur Hand. Auerdem habe ich viele der Tips, die vorab genannt werden in meinen workflow aufgenommen und bin dadurch wesentlich schneller, besser und sicherer geworden.All thumbs up for this book it is AWESOME

KurzbeschreibungProfessional modeling is the foundation of every aspect of the 3D production pipeline and is essential to the success of any 3D computer graphics project. [digital] Modeling is unlike any other modeling book youve seenit gets to the core of what it takes to create efficient production-ready models and demystifies the process of producing realistic and jaw-dropping graphics. Taking a software-neutral approach, it teaches you the essential skills and concepts that you can apply to modeling in any industry 3D software, such as 3ds Max, LightWave 3D, Maya, Modo, Silo, XSI, ZBrush and other leading programs. Modelers, animators, texture artists, and technical directors can all benefit from the valuable information covered in this jam-packed guide containing years of industry knowledge. Simply put, if you work in 3D, you must have this book. In this inspiring and informative guide to modeling, industry veteran William Vaughan teaches you how to: Master modeling techniques to produce professional results in any 3D application Use the tools of a professional digital modeler Control your models polygon-count as well as polygon-flow Create both organic and hard surface models Understand a modelers role in a production environment Gain the knowledge to land a job in the industry as a digital modeler Model using specific tools such as LightWave and 3ds Max in over 6 hours of video training in the accompanying downloadable lesson files (see below for details) And much more! All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. 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As an artist and educator, I have a short list of trade books that I recommend whenever the opportunity arises. Digital Modeling by William Vaughan is at the top of that list. It is without question the finest expose on the art 3D modeling that has ever been written. Hundreds of students have benefitted from William Vaughan's one-on-one instruction. Now you can have that opportunity too. Digital Modeling is like having William as a personal mentor. His enthusiasm for the art of modeling and passion for developing new artists shines through on every page. The book is filled with sage advice, time-saving tips, and practical lessons learned through years of industry experience. I highly recommend this amazing book to students, schools and even industry professionals looking to advance their skill and understanding of 3D modeling. --Steve Warner, Executive Director, The Digital Animation and Visual Effects School "William has trained hundreds of artists working in the industry and has influenced the way I approach modeling. This book is a must read for anyone interested in creating digital models." -- Ron Thornton, award-winning VFX supervisor and recognized industry pioneer KurzbeschreibungProfessional modeling is the foundation of every aspect of the 3D production pipeline and is essential to the success of any 3D computer graphics project. [digital] Modeling is unlike any other modeling book youve seenit gets to the core of what it takes to create efficient production-ready models and demystifies the process of producing realistic and jaw-dropping graphics. 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