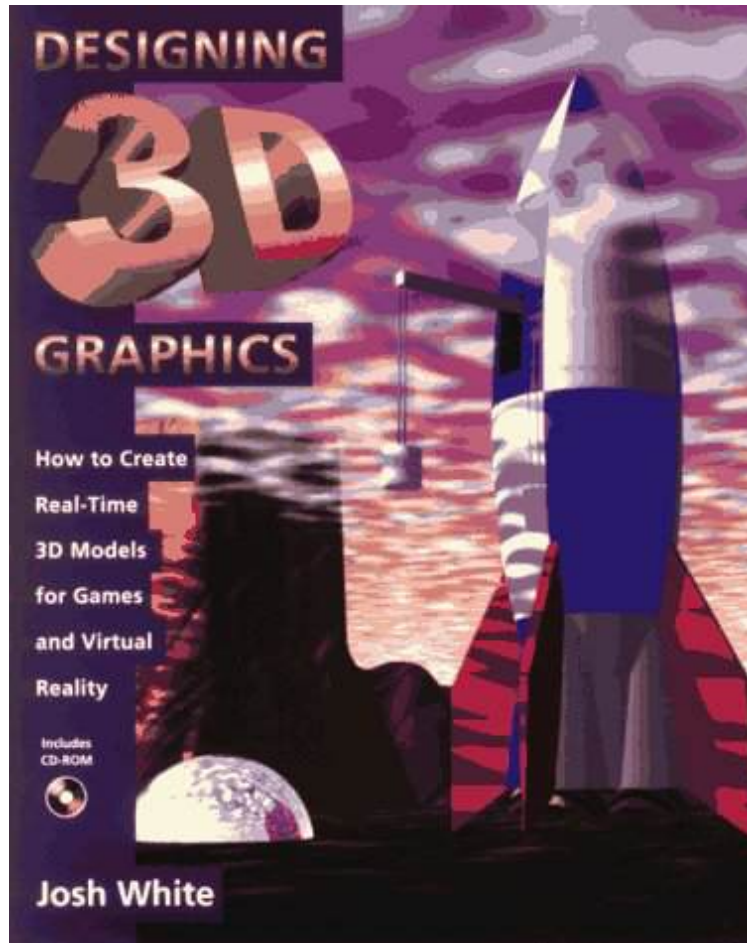


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By Josh White



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3 of 3 review helpful Good techniques a little outdated By E Cove There is relatively little literature out there on low polygon modeling techniques This is the only book I know of devoted to the subject It is clear well written with good

exercises The thing is it needs a good overhaul as the program it deals with is 3D Studio pre Max But many of the techniques are still applicable 1 of 4 review helpful A total guide to creating real time 3D graphics for games and virtual reality In this powerful book CD ROM package top computer graphics artist Josh White tells you everything you need to know to create sophisticated real time 3D graphics for computer games and virtual reality This book contains the in depth knowledge of software tools and hands on modeling techniques that Josh White has learned while creating artwork for over 20 commercial games includi com In Designing 3D Graphics author Josh White explains in great detail the mechanics of creating real time 3 D artwork on personal computers White targets artists not programmers or hobbyists who want to learn about the basics of 3 D modeling and

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