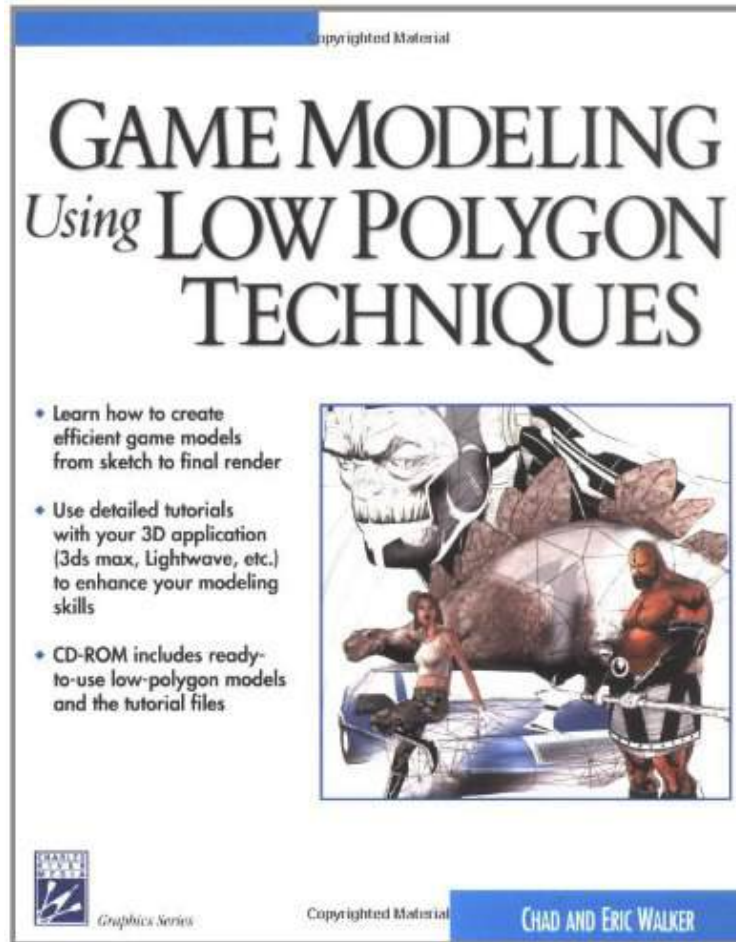


Game Modeling Using Low Polygon Techniques (Charles River Media Graphics)

By Chad Walker, Eric Walker



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16 of 16 review helpful Low Polygon bomb By MRam The book shows you how to model various characters and stuff

using the same techniques over and over again Essentially the authors have the reader trace each 3d character s profile with splines and extrude The model is then mirrored as an instance The flat side is rescaled were not good in and divided while in mesh mode The new Geometry created with the divide to The multi billion dollar computer game industry is growing at an incredible rate and the competition to produce real time games with faster more realistic effects is fierce Mastering real time issues is a challenge for even the most seasoned developers but one essential tool for overcoming real time problems is to use low polygon models The Art of Low Polygon Count Modeling teaches modelers how to create game ready 3D models using any 3D application Through step by Concept Art Tools of the Trade Time to Sketch It Male and Female Figures Cartoon Characters Animals and Creatures Vehicles Nature Cover Designs Conclusions Modeling in 3D Modeling Techniques Tools Software What is L O D Testing Modeling the Fig

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