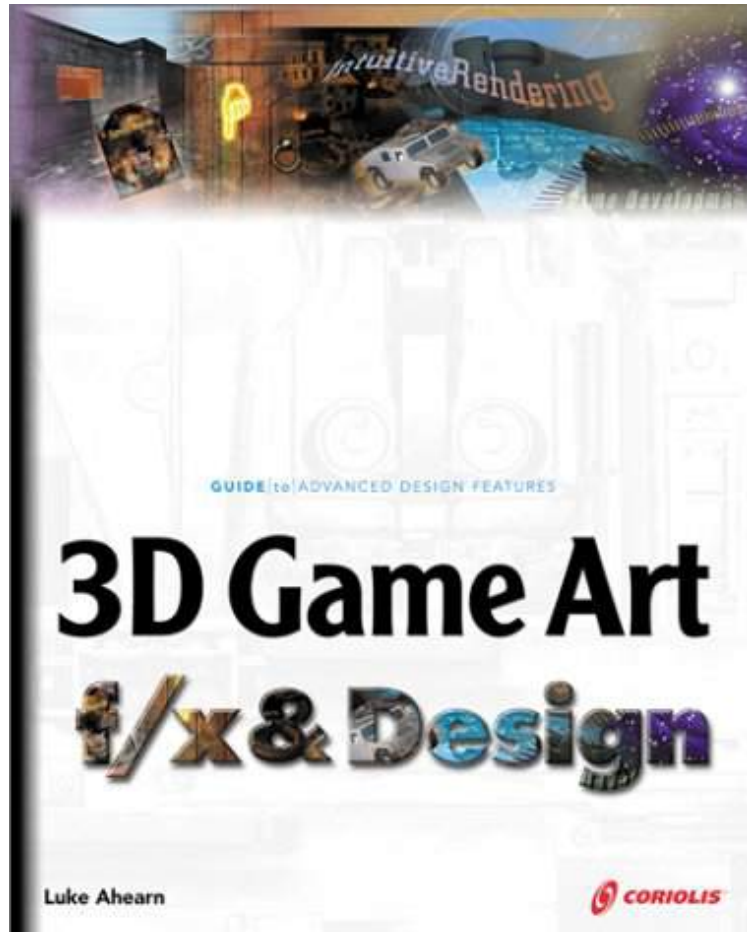


## 3D Game Art f/x & Design

*By Luke Ahearn*



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5 of 6 review helpful From a programmers perspective By Robert Smith I am reviewing this book from a Software Engineer s point of view I have zero experience with generating game art Which is precisely why I bought this book So keep that in mind as you read this The book is dived into two parts Part 1 2D Interactive Game Art is devoted to

designing and building textures in Adobe Photoshop This was a bit disap 3D Game Art f x and Design covers the technology of game elements including 2D and 3D effects This book discusses each part of computer games from an artist s view interfaces menus characters game textures 3D models and games levels or worlds It teaches all the pieces used to design a computer game The reader will learn the specialized skills tricks and techniques used to create professional quality game art and be able to use those design segments when bui About the Author Luke Ahearn has authored and co authored several books and articles for the computer game industry including Awesome Game Creation No Programming Required Charles River Media and Designing 3D Games That Sell Charles River Media Luke st

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