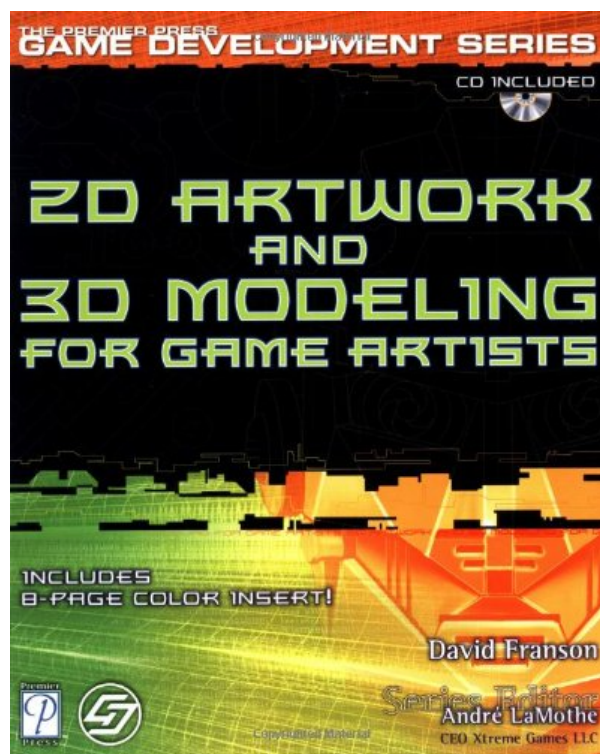
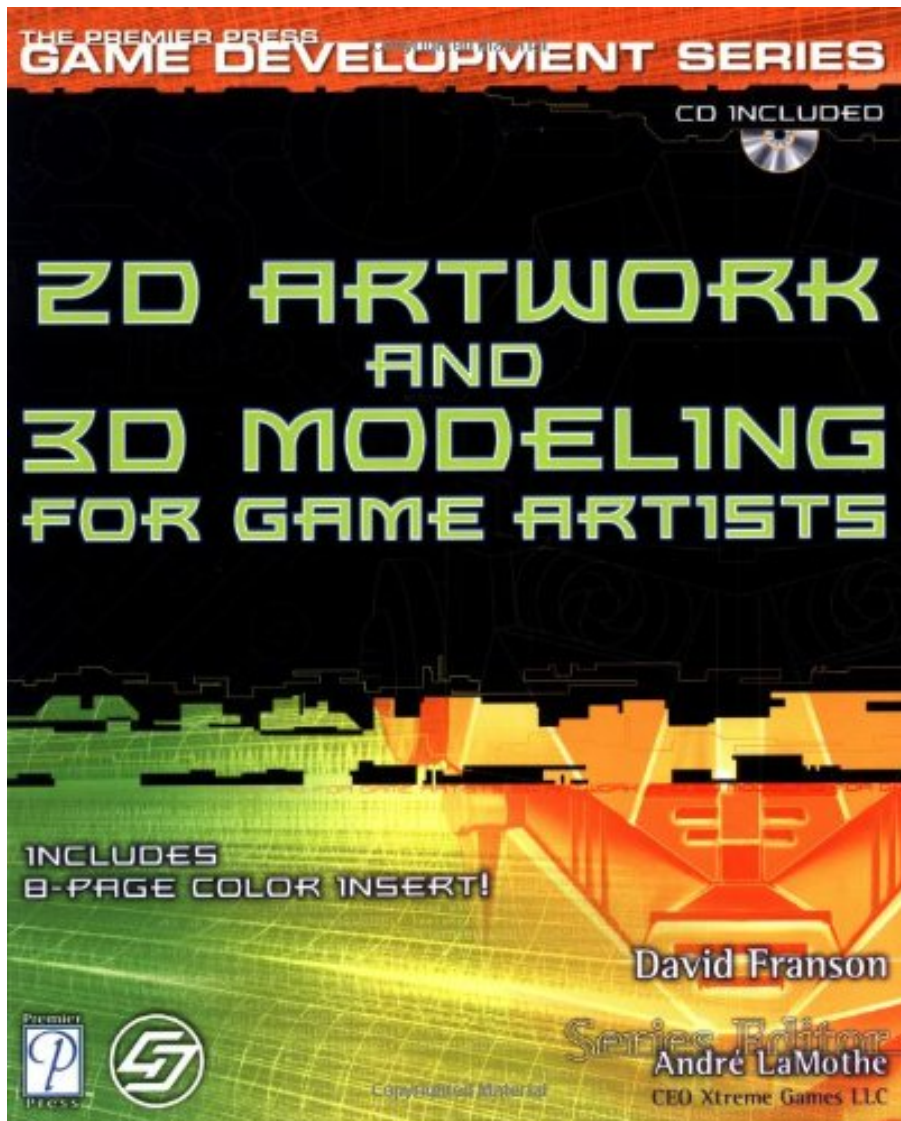


2D ARTWORK AND 3D MODELING FOR GAME ARTISTS (THE PREMIER PRESS GAME DEVELOPMENT SOFTWARE) BY DAVID FRANSON



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About the Author

David Franson, from Chester, New Jersey, has been a professional in the field of networking, programming, and 2D and 3D computer graphics since 1990. In 2000, he resigned his position as Information Technology Director of one of the largest entertainment law firms in New York City to pursue a full-time career in game development. He is the author of "2D Artwork and 3D Modeling for Game Artists" (Premier Press, 1931841330), as well as the full-page article "How Video Games Are Made", which appeared in 45 newspapers worldwide. David has also produced digital artwork for 3D video games, film, and television.

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There are many 2D and 3D books in the market that focus entirely upon the beginning to advanced usage of one particular program. This book encompasses the world of 2D and 3D software and game artwork techniques in one volume. 2D Artwork and 3D Modeling for Game Artists will focus on 3 programs, Photoshop, trueSpace and 3D Studio Max.

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Most helpful customer reviews

0 of 0 people found the following review helpful.

nice book

By Israel

it is nice this book, it is ok, not the best. Maybe the problem is not in the content, it is in the recycled paper and black and white photos. The author should think about editing elsewhere.

5 of 5 people found the following review helpful.

Not worth your time

By Rae A. Gaedke

The main problem with this book is that the author isn't very good at what he does. He details lovingly how to make the artwork but he simply lacks the talent to create 3D art that's very good. The model he creates, Slogre is in the end, a lumbering snow man like mess of a creature poorly set up for animation.

The author spends a lot of time talking about concept art and why its important only to ditch it in production of the model, ditching all of its charisma to create an ugly mess that looks like it was created by someone completely inexperienced.

Most of the textures he creates end up looking very flat and ugly. The black and white printing causes a lot of his points to be lost. The best examples of this are on pages 225 and 226. He shows a demonstration of poorly tiling textures with noticeable seams. However, due to the cheap printing, the wall is just a solid block of grey making the visual aid wholly useless.

If you're completely new to 3D art, there are far worse places you could start. This book has some decent primers initiating readers with certain aspects of various art programs including Photoshop. There's a lot of information here and it's not all useless.

However, if you are planning on getting into 3D art, I would recommend you start out with Milkshape 3D and Psionic3D tutorials. (Google those. Amazon doesn't allow linking last time I checked.) For texturing, 3D Game Textures by Luke Ahearn is a much better resource than this.

If you have any experience in 3D art though, then you can probably skip this book without a second thought. There is likely nothing you couldn't have figured out on your own. The things that are worthwhile for the experienced here are already available in Internet tutorials.

The only thing that would make this book of any value to an experienced artist is the collection of nearly 500 royalty free photos intended for use in your own textures. To some, these are probably worth the price on their own, but they're photos that would be easy for someone to take on their own. Think twice about buying this book.

6 of 6 people found the following review helpful.

Great book!

By Samantha Campolo

Here, let me give a decent review: I'm a web designer turned game artist, so I've recently been in search of books on modeling, animation, and whatnot. My experience is with Photoshop, GoLive, etc, so texturing comes fairly easy. 2D Artwork/3D Modeling for game artists (despite the long title) enticed me to buy it because it covers so much of what I need to know, and become familiar with for modeling/texturing. There's no animation, which was a bummer, but I saw other books on character animation and they're over 1000 pages, so I suppose the author couldn't fit it all in. The first part of the book introduces the reader to modeling a weapon (which was very cool) in Truespace 6 using what is called boolean and point editing modeling techniques, which I had no idea of and was very quick and easy. Then, the author shows how to model a game character using NURBS, which is modeling with digital clay and VERY cool. The tutorials are stepwise, clear, and concise. Plus, he shows optimization techniques for games, and I never thought these were things I had to do, so that's a plus.

Moving on, the reader is introduced to U_V mapping techniques, and I had always wondered how models were textured, using DeepUV and DeepPaint. 3D Studio Max 5 is used for preparing the models for the torque game engine. I think the downside is the price of the software that the author demonstrates, Max is like [alot of money], and I know Photoshop for texturing is [a little bit of money], but truespace is not bad, under [money] or less for prior versions. DeepUV is pricey at around [money], but these programs are top-of-the-line, but if you're a collage kid you might have to get hacked versions if you can't afford it :) I assume if you work for a game company as an artist you'll need these programs anyway, so it's good to read this book. A large portion of the book is basic texturing techniques as well, and I learned some stuff from it too, things you'd never think to do. I was hoping for some level design stuff in there too, but all in all the author covered a lot of critical material, so 4 stars.

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