Virtual Vixens: 3D Character Modeling and Scene Placement

From Focal Press

Virtual Vixens: 3D Character Modeling and Scene Placement From Focal Press

Features software workshops for 3ds Max, Maya, CINEMA 4D, Lightwave, and Softimage XSI.

Hot, hotter, hottest. See how today's leading modeling artists create 3D characters that sizzle and get the techniques you'll need to create your own virtual vixens.

Steven Stahlberg, Liam Kemp, Marco Patrito, and Sze Jones from Blur Studio are just a few of the 3D artists who share their secrets for making the fantasy females you wish were real. You'll get their personal stories, insights into the profession, and new ways to conceive and construct your own 3D characters.

Then, seven hands-on workshops demonstrate the complete work cycle of modeling 3D characters to bring your own fantasies to life-from making the first sketch and preparing the template to modeling and texturing characters and lighting and rendering. You can use the techniques with any of the major software tools including 3ds Max, Lightwave, Softimage XSI, Maya, or Cinema 4D. Since the workshops don't use any previously made objects, you'll get to start from scratch with your imagination as the only limit.

Participants:
Andrea Bertaccini
Max Edwin Wahyudi
Sze Jones
Liam Kemp
Arndt von Koenigsmarck
K. C. Lee
Daniel Moreno Diaz
Marco Patrito
Steven Stahlberg
Francois de Swardt

Virtual Vixens: 3D Character Modeling and Scene Placement

From Focal Press

Virtual Vixens: 3D Character Modeling and Scene Placement From Focal Press

Features software workshops for 3ds Max, Maya, CINEMA 4D, Lightwave, and Softimage XSI.

Hot, hotter, hottest. See how today's leading modeling artists create 3D characters that sizzle and get the techniques you'll need to create your own virtual vixens.

Steven Stahlberg, Liam Kemp, Marco Patrito, and Sze Jones from Blur Studio are just a few of the 3D artists who share their secrets for making the fantasy females you wish were real. You'll get their personal stories, insights into the profession, and new ways to conceive and construct your own 3D characters.
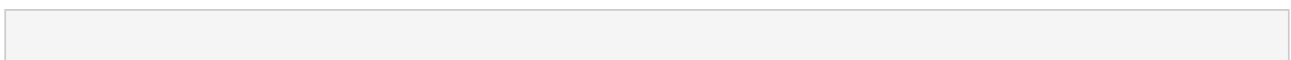
Then, seven hands-on workshops demonstrate the complete work cycle of modeling 3D characters to bring your own fantasies to life-from making the first sketch and preparing the template to modeling and texturing characters and lighting and rendering. You can use the techniques with any of the major software tools including 3ds Max, Lightwave, Softimage XSI, Maya, or Cinema 4D. Since the workshops don't use any previously made objects, you'll get to start from scratch with your imagination as the only limit.

Participants:
Andrea Bertaccini
Max Edwin Wahyudi
Sze Jones
Liam Kemp
Arndt von Koenigsmarck
K. C. Lee
Daniel Moreno Diaz
Marco Patrito
Steven Stahlberg
Francois de Swardt

Virtual Vixens: 3D Character Modeling and Scene Placement From Focal Press Bibliography

- Sales Rank: #2796121 in Books
- Published on: 2007-07-26
- Original language: English
- Number of items: 1
- Dimensions: 9.64" h x .71" w x 7.48" l, 1.80 pounds
- Binding: Paperback
- 318 pages

Download and Read Free Online Virtual Vixens: 3D Character Modeling and Scene Placement From Focal Press

Editorial Review

About the Author
is the owner of the Vreel 3D Entertainment production studio in Germany, a member of the CINEMA beta-team, and a freelance trainer for MAXON products. He develops CINEMA 4D plug-ins and serves as a forum community leader for creativecow.net and other German CINEMA 4D discussion boards.

Users Review

From reader reviews:

Randy Garrison:

Do you among people who can't read satisfying if the sentence chained from the straightway, hold on guys this kind of aren't like that. This Virtual Vixens: 3D Character Modeling and Scene Placement book is readable through you who hate those straight word style. You will find the data here are arrange for enjoyable studying experience without leaving also decrease the knowledge that want to deliver to you. The writer involving Virtual Vixens: 3D Character Modeling and Scene Placement content conveys the thought easily to understand by lots of people. The printed and e-book are not different in the written content but it just different as it. So , do you nevertheless thinking Virtual Vixens: 3D Character Modeling and Scene Placement is not loveable to be your top collection reading book?

Lisa Knight:

A lot of people always spent their particular free time to vacation as well as go to the outside with them loved ones or their friend. Did you know? Many a lot of people spent they will free time just watching TV, or playing video games all day long. If you would like try to find a new activity this is look different you can read any book. It is really fun in your case. If you enjoy the book which you read you can spent all day every day to reading a book. The book Virtual Vixens: 3D Character Modeling and Scene Placement it doesn't matter what good to read. There are a lot of individuals who recommended this book. We were holding enjoying reading this book. When you did not have enough space to bring this book you can buy the actual e-book. You can m0ore easily to read this book from a smart phone. The price is not to fund but this book features high quality.

Chad Foster:

Do you have something that you want such as book? The guide lovers usually prefer to opt for book like comic, short story and the biggest some may be novel. Now, why not striving Virtual Vixens: 3D Character Modeling and Scene Placement that give your pleasure preference will be satisfied by simply reading this book. Reading addiction all over the world can be said as the opportunity for people to know world better then how they react towards the world. It can't be mentioned constantly that reading practice only for the geeky man or woman but for all of you who wants to end up being success person. So , for all you who want to start reading as your good habit, you can pick Virtual Vixens: 3D Character Modeling and Scene

Placement become your starter.

Charles Holland:

Do you like reading a publication? Confuse to looking for your best book? Or your book had been rare? Why so many query for the book? But virtually any people feel that they enjoy regarding reading. Some people likes reading, not only science book and also novel and Virtual Vixens: 3D Character Modeling and Scene Placement or even others sources were given information for you. After you know how the truly great a book, you feel need to read more and more. Science reserve was created for teacher or maybe students especially. Those textbooks are helping them to bring their knowledge. In other case, beside science book, any other book likes Virtual Vixens: 3D Character Modeling and Scene Placement to make your spare time a lot more colorful. Many types of book like here.

Download and Read Online Virtual Vixens: 3D Character Modeling and Scene Placement From Focal Press #8VIFGWY6H17

Read Virtual Vixens: 3D Character Modeling and Scene Placement From Focal Press for online ebook

Virtual Vixens: 3D Character Modeling and Scene Placement From Focal Press Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Virtual Vixens: 3D Character Modeling and Scene Placement From Focal Press books to read online.

Online Virtual Vixens: 3D Character Modeling and Scene Placement From Focal Press ebook PDF download

Virtual Vixens: 3D Character Modeling and Scene Placement From Focal Press Doc

Virtual Vixens: 3D Character Modeling and Scene Placement From Focal Press Mobipocket

Virtual Vixens: 3D Character Modeling and Scene Placement From Focal Press EPub