



# Inspired 3D Modeling & Texture Mapping

*By Tom Capizzi*

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Inspired 3D Modeling and Texture Mapping examines the strategies for modeling and texture mapping used by the largest and most respected computer graphic studios in the world. Loaded with concepts, case studies, tutorials, interviews, and hundreds of graphic examples, this book is a valuable exploration of the tested practices of computer graphics industry veterans.

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## **Editorial Review**

### Review

Introduction Computer Graphics Primer Part I: CG Overview 1. Industry Background 2. Interviews with John Hughes and Bill Kroyer Part 2: Modeling and Texture Mapping Techniques 3. Modeling Overview 4. Modeling Tools and Techniques 5. Modeling Resources 6. Modeling Specialties 7. Character Modeling Tutorial 8. Texture Mapping 9. Texture Mapping Tools 10. Texture Specialties 11. Organic Texture Mapping Tutorial Part 3: Practical Application 12. Planning a 3D Project 13. Constructing the Inspired Character

### About the Author

Tom Capizzi is a technical director at Rythym and Hues Studios. He has teaching experience at such respected schools as Center for Creative Studies in Detroit, Academy of Art in San Francisco, and Art Center College of Design in Pasadena. He has been in film production in LA as a modeling and lighting technical director on many feature productions including Dr. Doolittle 2, The Flintstones: Viva Rock Vegas, Stuart Little, Mystery Men, Babe 2: Pig in the City, and Mouse Hunt.

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