

3D Game Textures: Create Professional Game Art Using Photoshop

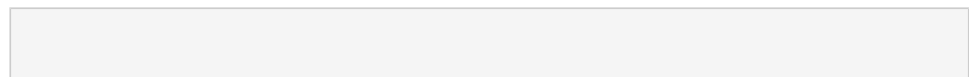
By Luke Ahearn

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3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn

Finally the eagerly-awaited next edition of Luke Ahearn's cornerstone game art book: 3D Game Textures is on its way. The book will be refreshed per the latest rev of Photoshop and the latest game industry trends and developments. 3D Game Textures allows next-gen game artists to learn to create everything from bricks to books in Photoshop with this step-by-step instructional guide. Because texture is 99% of what a gamer sees when playing, this topic deserves considerable coverage but has gotten little attention. Unlike anything on the market, this book concentrates solely on texturing, and provides an in-depth guide to game texturing with hundreds of high-quality examples. Game artists learn all they need to know on the topic, including basic artistic principles, tools and techniques, and specific step-by-step tutorials that explain how to create textures for myriad environments. **NEW COVERAGE OF:** the latest version of Photoshop; Adding multiple edge tiling; Adding Photoshop Bridge coverage; Updating metal tutorial; Adding coverage of Urban exteriors. **PLUS ADDITIONAL CHAPTER:** Advanced project: Large outdoor urban area - war torn city. Great amount of work on detailed textures (overlays and advanced blending in PS) that utilize many shaders. This environment will look roughly like Battlefield 2 or more recently Call of Duty 4. The scene will include effects as well - smoke and bullet holes. Grass, trees, curtains, signs, and more. The DVD includes: demo versions of relevant software; resource images; all images from the book. * Learn everything you need to create stunning, professional textures from one easy to follow guide which features tutorials and over 500 high-quality images* Follow the step-by-step tutorials to learn how to create suitable images which you can add to your portfolio and WOW prospective employers* Companion CD includes sample textures, Photoshop actions and brushes, and electronic versions of images you saw in the book - all the tools you need in one place!* Hit the ground running or get a leg up on the competition with the tips, tricks, and real world examples featured in this comprehensive guide



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Editorial Review

Review

"Ahearn's book can and will help you become a much better artist" Apogee Photo Magazine, August 2006

About the Author

Luke Ahearn has over fifteen years of professional game development experience as designer, producer, and art director on seven published game titles including Dead Reckoning and Americas' Army and worked as a background artist at EA. He has authored six books on game development.

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