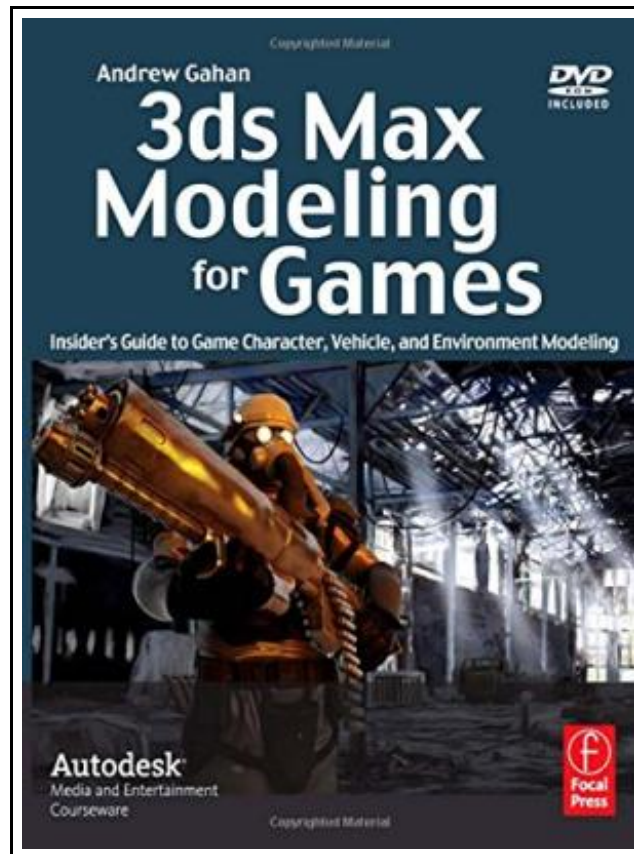


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Summary: Max Modeling for Games Brief Outline - This book is an essential guide for the 3D artist using Max who wants to grow into developing 3D content for computer games and simulations. - Preface - About the author - Why this book was written - How this book is organised - A short introduction to the guest writers included in the book, who they are, and what they have created. - Chapter 1 - Low poly Asset (30 min tutorial) *Introduction to modelling *Setting up 3ds Max *Creating a cardboard box using primitive objects *3ds Max Shortcuts *Texture mapping your box (UV mapping)*Common problems *Rendering your model *Creating a portfolio image *Moving on to Chapter 2 - Chapter 2 - Low poly Asset 2 (1 hour tutorial)*Creating primitive objects *Slice, Extrusion and Scale *Creating simple textures in Photoshop from photos *Applying textures to the model (UV mapping) *Common problems *Rendering your model *Creating a portfolio image *Moving on to Chapter 3 - Chapter 3 - Low poly Asset 3 (2 hour tutorial)*Creating primitive objects *New tools *Creating textures in Photoshop from photos *Applying textures to the model (UV mapping) *Common problems *Rendering your model *Creating a portfolio image *Moving on to Chapter 4 - Chapter 4 - Creating Complex Texture Maps from Photographs *Basic equipment *Taking your own photos *Photoshop *Layers *Crop, Transform, Scale, Rotate, Skew, Distort and Perspective *Making tillable textures *Healing brush, clone stamp and eraser *Levels and Curves *Brightness/Contrast *Hue/Saturation *Common problems *Rendering your texture *Creating a portfolio image *Moving on to Chapter 5 - Chapter 5 - Low poly in-game vehicle *Blueprints/sketch *Image planes *Bonnet *Body *Doors *Roof *Details *Wheel arches *Windows *Wheels *Textures & UV's *Common problems *Rendering...

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