

<<3D Game Textures: Cr>>

图书基本信息

书名：<<3D Game Textures: Create Professional Game Art Using Photoshop (平装)>>

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内容概要

"As well as the design angle of creating artwork for games, this book also tackles the business side of creating artwork for commercial purposes, making it a wonderful insight into the world of the professional games artist. After reading this you'll have a far better understanding of what it takes to become successful in the games world, and it will give you the opportunity to begin building a stunning profolio." - Advanced Photoshop "Discover how to design bullet holes, flames, windows and walls - all the effects that are an essential for today's videogame - with easy-to-follow tutorials. There are a variety of different themes explored throughout this book, covering anything from urban street scenes to the fantasy genre." - Advanced Photoshop, April 2006 "This book can help anyone become a better texture professional...Ahearn's book can and help you become a much better artist, even if you never did much texturing before...The details are simple, but they give anyone who has no Photoshop experience a better idea of what to do. A more experienced reader can gain an in-depth look at how to add improved texture to his projects. 3D Game Textures is a great book for beginners who would like to learn about textures for 3D art. No one should have a problem understanding and using this easy-to-comprehend information." - Apogee Photo Magazine, August 2006

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