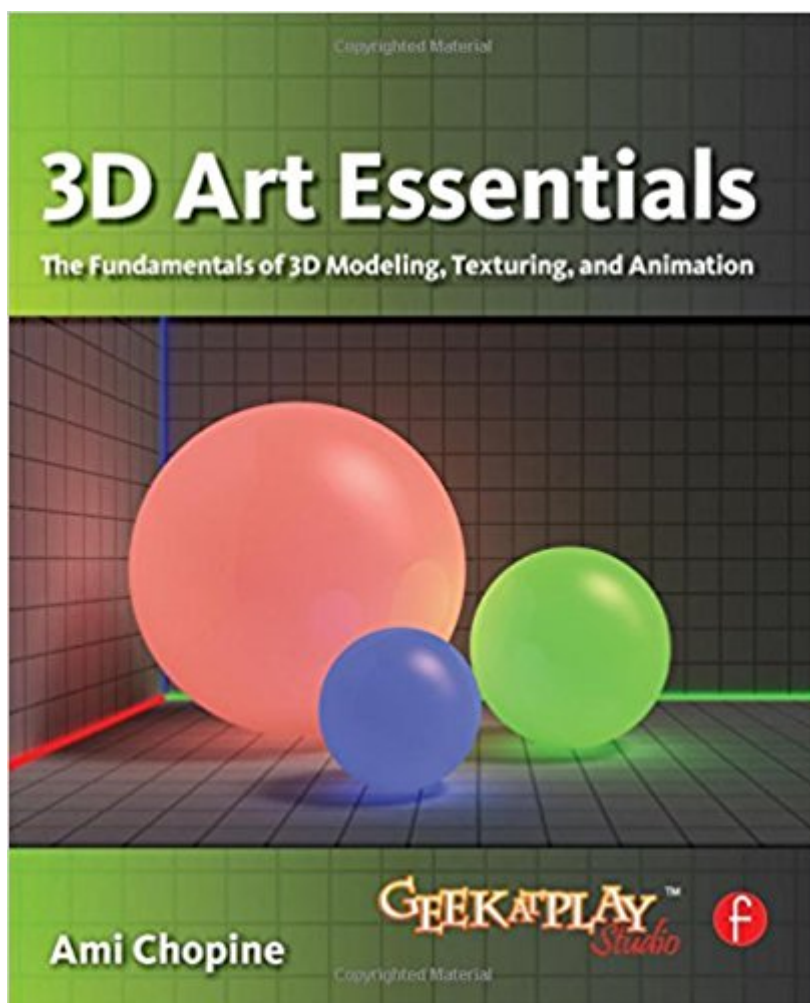


The book was found

3D Art Essentials: The Fundamentals Of 3D Modeling, Texturing, And Animation



Synopsis

Create high-quality 3D animations and models by using the basic concepts and principles of 3D art presented by GeekAtPlay.com's Ami Chopine. This handy studio reference breaks down the core concepts into easy-to-understand segments and teaches you the 'why' in addition to the 'how.' Using application agnostic step-by-step tutorials, this book teaches you how to model, pose, and texture your creations as well as scenery creation, animation, and rendering. Learn which applications are best for your needs and how you can get started making money in the 3D field. The companion website includes video tutorials, models, project files, and other resources. This book is endorsed by Daz3d.com and includes exclusive Daz3d models.

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Customer Reviews

Ami has been dabbling in computer graphics since she was a child. She co-founded Geekatplay Studio through which several award winning images and animations were released. In September of 2007, the Geekatplay team started releasing video tutorials for Vue. As well as editing Vladimir's work, Ami developed and recorded a Vue tutorial series for beginners, called Discovering Vue, one of Geekatplay's most popular products. Their tutorials are well known the community for being the most informative and easiest to follow of all the Vue tutorials available. Since then, she has also written several tutorials for 3D World Magazine. A graduate of Orson Scott Card's Literary Bootcamp with published fiction, Ami has a passion for teaching and helping other artists develop their creativity. She brings to the table high end professional writing skills, with a strong emphasis on clarity, keeping interest, and understanding the needs of her audience. She is also the co-author of

'Vue 7: From the Ground Up' which published in May 2009.

The book is quite thorough, and very good for a beginner. Not being a true beginner, I did find useful information in it, however I wished I had spent more time to find out the target audience.

In my opinion 3D art essentials is a decent book to read if you are an intermediate student within 3D modeling. Although the book is seemed somewhat dated it still has good information for learners. The author could have put more emphasis in the work space aspect. There was good information about 3D modeling but not much teaching how to do the act. The animation side had good information as well, but was not what I was looking for. Although published in 2011 the book seemed to be dated back to the early stages of computing. The book did not touch on recent programs that are used in 3D modeling day to day. The book did have good information on 3D objects though. While reading I was able to learn about all the parts of an object, meshes, and combining meshes to create your own object. When a person is starting to learn 3D modeling they should be taught all about the tools they will use and need during creation. This book did not do so properly. There was a little amount of information about tools used and that was not helpful for a beginner like me. I had a hard time learning how to actually make the objects I was learning about in this book. While learning about 3D modeling I need to become an expert on design before I can bring my object to life with animation. This book did not fulfill that requirement before jumping into animation and that made reading this book difficult. There was though, good information that I could use in the future about animation. This is a good book to read about 3D modeling if you have prior knowledge in 3D modeling, I would not recommend this book to someone who is jumping into the world of 3D modeling without experience. The author is skilled in the field and can help with more advanced 3D modeling.

I recently got CorelCad, and it is my first exposure to 3D programs. I saw this book was available through Vine, so I ordered it. I was expecting a book that would teach me how 3D programs work in general, and this book didn't help me. The terminology and concepts are so new to me, I have to study the chapters several times to understand them. Here's an example of what you'll read in this book: "Poles are vertices that have more or fewer than four polygon faces attached to them. Like triangles and n-gons, poles may cause the mesh to deform in a way that you don't want when you pose the model. Though you can minimize their occurrence, poles are unavoidable when you are modeling anything with detail, most like human faces. There are two common types of poles that

appear as you shape your model: the E(5) pole and the N(3) pole."Bottom line: This isn't a book to help you learn how 3D programs work. It won't help you figure out your software. It's more about 3D design principles and how software creates and renders 3D, particularly when building models for animation. Once you get some experience under your belt, this book has great information on how to properly design in 3D to avoid faulty models and time-consuming mistakes. The writing is straightforward and the author doesn't waste your time. I look forward to the time when I can read this book, understand it, and say, "Aah, that's how I should do it."

I had high hopes for this book. I really liked the idea of an "application agnostic" book on 3D computer topics. The idea of the book is to teach the reader about 3D concepts in such a way that the reader could apply those concepts to any 3D software package. To its credit, the book did teach me some interesting background information about such concepts as splines, nurbs, motion capture, fractals, ray tracing, and more. There are definitely portions of the book that I enjoyed. However, there are a couple problems that make this book difficult to actually use: 1) For a book clearly aimed at beginners, there is a surprising lack of detail on some fundamental topics. For example, although the index lists ten separate entries for "coordinate axes", none of them actually include an image or diagram to help explain those axes. There are similar omissions throughout. Often, the included pictures show some aspect of the topic being discussed, but do little to help get at the essence of that topic. 2) The "tutorials" are difficult to use because the book tries to stay "application agnostic". Many chapters include a sort of step-by-step tutorial that walks the reader through modeling and animating a 3D robot. Unfortunately, because the book is designed to be software-neutral, the steps are written so generally that they are difficult to actually follow. (Side note: This book's tutorials are next to impossible to apply to my favorite 3D software, POV-Ray, because the tutorials assume the use of click-and-drag modeling software, but POV-Ray uses a 3D modeling language instead). The authors acknowledge that the tutorials need to be followed while keeping the software's documentation close at hand. If this is the case, then why not simply buy a book that teaches about 3D for that specific application? This could have been better if the author would have included links to some software-specific tutorials online. I enjoyed initially skimming through this book and learning some 3D basics that were new to me. However, when it comes time to actually using 3D software, I am unlikely to want this book at my side.

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