



Sozdanie Trehmernyh Personazhej

By Bill Fleming

Book on Demand Ltd. Paperback. Condition: New. This item is printed on demand. 448 pages. Dimensions: 8.3in. x 5.8in. x 0.9in. Razrabotka obemnyh izobrazhenij zhivyyh suschestv yavlyaetsya samym zamanchivym, no odnovremennno i samym trudnym aspektom modelirovaniya trehmernogo mira. V etoj knige, vpervye perevedennoj na russkij yazyk, vy najdete vse, chto neobhodimo dlya sozdaniya realistichnyh personazhej: ot razrabotki kontseptsii do detalnogo modelirovaniya. Kniga sodержit kak obzor dizajna obemnyh modelej, tak i podrobnое rukovodstvo po rabote s LightWave, 3D Studio Max i Animation Master. Bolshinstvo opisannyh metodov primenimy vo vseh versiyah etih programmnyh sredstv. Osvoennye navyki budut takzhe polezny pri rabote s drugimi prilozheniyami dlya 3D modelirovaniya. Kniga adresovana kak spetsialistam v oblasti trehmernoj kompyuternoj grafiki, tak i tem, kto tolko nachal postigat ee udivitelnyj mir. Vne zavisimosti ot urovnya kvalifiktsii vy navernyaka najdete v etoj knige originalnye idei i priemy, kotorye pozvolyat vam bystro uluchshit kachestvo sozdavaemyh modelej. This item ships from La Vergne, TN. Paperback.



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