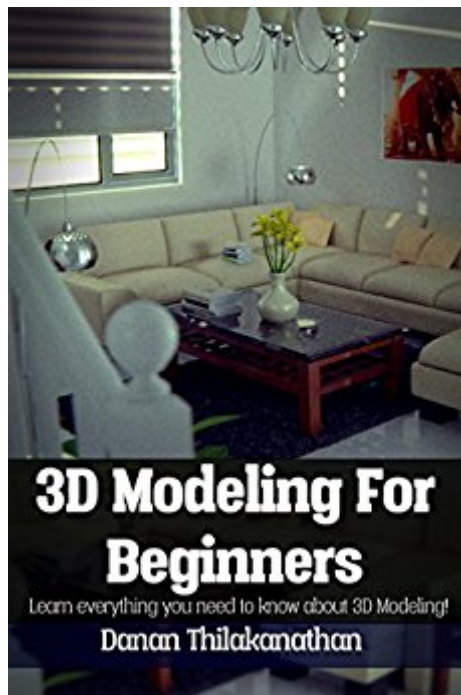


The book was found

3D Modeling For Beginners: Learn Everything You Need To Know About 3D Modeling!



Synopsis

3D Modeling For Beginners aims to help you become the best 3D modeler you can be. This book will help you get started with modeling in 3D and you will learn some important concepts about 3D modeling as well as some of the popular techniques which you can utilize to create any 3D model. You will learn about creating hard-surfaced objects like vases, tables and chairs. You will get a thorough overview of the steps needed to approach modeling detailed human characters. You will also learn about how to approach the creation of epic 3D environments. This book shares tips and tricks throughout, that will help you become a better 3D modeler and ways to speed up your workflow. Practicing is one of the best ways to become better at any skill. Towards the second half of the book, there are a number of exercises covering the creation of a variety of different 3D objects, of which you are highly encouraged to follow along, to get practice and ultimately gain confidence in being able to tackle any 3D project with ease. Although this book is designed for beginners, it is aimed to be a solid teaching resource since it will cover almost everything about 3D modeling. There are 12 chapters and over 200 pages of helpful advice, lessons and exercises that are solely aimed at making you a better 3D modeler. This book avoids any jargon and will explain concepts in an easy-to-understand manner. Furthermore, this book is written in a personable manner where I share my own experiences as a 3D modeler. Blender, the open-source 3D software, is utilized for the exercises in this course. While Blender users may gain a slight advantage from using this book, any person with any 3D software should be able to follow this book. The tools and techniques described in this book can be transferred to other 3D software. Thus, the one prerequisite of this book is that you, at the very least, know the bare basics of navigating your way around your preferred 3D software. By the end of this book, you will understand the main concepts and techniques of 3D modeling. You will also gain confidence in being able to tackle your own 3D modeling projects on your own. More specifically, in this book, you will learn about: - Ways to become a better 3D modeler- The Essentials of the 3D Viewport- Modeling Tools- Modifiers- 3D Modeling Methods- Hard-surfaced Modeling- Organic Modeling- Environment Modeling- More Exercises- High-Poly vs. Low-Poly- Texturing your 3D Model- Showcasing and selling your 3D Models

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Book Information

File Size: 6726 KB

Print Length: 241 pages

Page Numbers Source ISBN: 1530799627

Simultaneous Device Usage: Unlimited

Publication Date: March 27, 2016

Sold by:Â Digital Services LLC

Language: English

ASIN: B01DJ2I930

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Enabled

Lending: Not Enabled

Enhanced Typesetting: Enabled

Best Sellers Rank: #254,272 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #43

inÂ Books > Computers & Technology > Graphics & Design > 3D Graphics #133 inÂ Kindle Store
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Customer Reviews

This book is good for beginners with no knowledge about the subject.Offers basic information about 3d modeling and 3d industry.If you already have foundations in that subject, and trying to extend your knowledge, you might find this book interesting but not so helpful.Good value for money.

I liked the approach of this book. The author begins by explaining the process of a good designer and 3D detailing everything you need to achieve your aims. Then, by dint of Blender, you can start 3D with simple projects like designing a table, for example. The explanations are clear, easy to understand, and the result encouraged to continue its efforts. This is certainly the aim of the author, who has other books to his credit and hopes to push his readers in the right direction. As he says, 3D requires a lot of practice, there is no mystery there!

Very Good

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