

# Contents

<i>Acknowledgments</i>		ix
<i>Foreword</i>		xi
<i>Introduction</i>		xiii
<b>Chapter 1</b>	<b>Duster Concept</b>	<b>1</b>
	<i>Brook Banham</i>	
<b>Chapter 2</b>	<b>Modeling the DUSTER in 3ds Max</b>	<b>11</b>
	<i>Andrew Gahan</i>	
<b>Chapter 3</b>	<b>Chicago-Styled Hot Rod Concept</b>	<b>13</b>
	<i>Brook Banham</i>	
<b>Chapter 4</b>	<b>Modeling the Chicago-Styled Hot Rod</b>	<b>31</b>
	<i>Andrew Gahan</i>	
<b>Chapter 5</b>	<b>Team Hizashi Racing Concept</b>	<b>95</b>
	<i>Tim Brown</i>	
<b>Chapter 6</b>	<b>Team Hizashi Racing Concept—From CAD to Complete</b>	<b>151</b>
	<i>Johal Gow</i>	
<b>Chapter 7</b>	<b>Gallery</b>	<b>221</b>
	<i>Andrew Gahan</i>	
<b>Chapter 8</b>	<b>A Photogrammetric Vehicle Pipeline</b>	<b>231</b>
	<i>Tom Painter, Big Man 3D</i>	
<b>Chapter 9</b>	<b>Vortex Concept</b>	<b>269</b>
	<i>Robert Forest</i>	
<b>Chapter 10</b>	<b>Vortex Modeling in Maya</b>	<b>281</b>
	<i>David Griffiths</i>	
<b>Chapter 11</b>	<b>Mobile Suit Concept</b>	<b>345</b>
	<i>Paul Cartwright, Zero9 Studios</i>	
<b>Chapter 12</b>	<b>Modeling the Mobile Suit</b>	<b>367</b>
	<i>Andrew Gahan</i>	
<i>Index</i>		441