Contents

Acknowledgments ix
Introduction xi

Chapter 1: Introduction to 3ds Max and Basic Modeling Terms 1
Viewport Navigation 5
The Quad Menu 5
Setting Up 3ds Max 6
Game Art Terminology 6
Geometry 6
Stitched Geometry and Floating or Intersecting Geometry 8
LODs 9
Textures 10
What's New in 3ds Max 2012 15
Nitrous Accelerated Graphic Core 16
The Stylistic Rendering 16
Updated UV Editor 18
Quick Transform 19
Reshape Elements 19
Explode 19
Weld 20
Peel 20
Arrange Elements 20
New Graphite Modeling Tools 21

Chapter 2: Planning Your Project Including Making a Plan 27
Introduction 27
What We Are Building and Why 27
Reference Materials Including Mood Boards 28
Brief 28
Concept Art 31
Making a Plan and Estimating Your Work 31

Chapter 3: Adapting a Concept 35

Chapter 4: **Vegetation and Alpha Maps** **53**
Creating and Using Alpha Maps/Channels 53
Creating the Diffuse Textures for Vegetation 59
Modeling Vegetation 72

Chapter 5: Introduction to Maya **83**
Tutorial Overview 83
Setup 85
Creating the Trashcan 88
UV Unwrapping the Low Poly 108
High Resolution Object Modeling for Normal and Occlusion Baking 120
Bevels and Lid Details 121
Handle Plates 126
Indents 131
Transfer Ambient Occlusion and Normal Maps 138
xNormal 141
Texturing in Photoshop 144
Basic Rendering in Maya 152

Chapter 6: **Modeling the Robot in Maya** **159**
Modeling the Low Poly Version 198
Unwrapping the Robot 220
Baking the Texture Maps 235
Texturing the Robot 250

Chapter 7: Gallery **265**

Chapter 8: Modeling the Character Robert Using Zbrush **271**
Maya Modeling 272
UV Maps and Texturing 278
Zbrush Detailing 281
Hair 286
Final Stage 287
Importing and Applying the Textures 290
Rendering 291
Final 293

Chapter 9: Modeling the House **295**

Chapter 10: Polishing Your Scene and Modeling Projects to Complete **303**

Chapter 11: **Portfolio and Interview** **327**

Portfolio 327

What to Include in Your Portfolio 328

What Not to Include 330

Producing the Work 331

Organizing the Content 332

Final Presentation of Your Portfolio 332

Applying for a Job 339

Résumé or Curriculum Vitae and Cover Letter 340

At the Interview 342

Chapter 12: **Creating the Initial Cover Image** **345**

Layout 345

Composition and the Rule of Thirds 346

Robot 348

Robot Render layer 349

Three- and Four-Point Lighting 350

Robert 351

Robert Render Layer 352

Background 353

Robert 2D Fixes and Final Polish 354

Robot 2D Fixes and Final Polish 355

Foreground FX 356

Final Composition 356

Index **357**