3D Automotive Modeling: An Insider's Guide to 3D Car Modeling and Design for Games and Film

By Andrew Gahan

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Master techniques from top automotive designers and world-class game developers with this insider's guide to designing and modeling 3D vehicles. With techniques demonstrated in 3ds Max, Maya, XSI, and Photoshop, *3D Automotive Modeling* starts with a fantastic series of hot concept designs and continues by offering a full hands-on modeling tutorial for each. Some of the very best designers and modelers from across the globe take you through their processes step-by-step, giving you the tips, tricks, and short-cuts that true professionals use.

3D Automotive Modeling features tutorials from Honda, Toyota, and Mercedes-Benz designers, as well as modelers from Sony Computer Entertainment, Lucas Arts, and Simbin-artists who have worked on some of the biggest games in the industry, including the MotorStorm series.

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Editorial Review

Review

"With 18 years in the gaming industry, and a key player behind the MotorStorm videogame series, Gahan is more than qualified to give direction - as are the seven guest writers who also feature. But while you're guided by some of the industry's masters, throught the 12 chapters. the reader is very much the one in the driving seat so be prepared for some hard work!"--3D Artists Magazine

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About the Author
Andrew Gahan is a leading industry expert in next generation consoles and digital gaming. His roles have included Senior Artist, Lead Artist, Art Manager, Art Director, Art Outsource Manager, and Producer. Andrew is an expert in all gaming tools for commercial game development, including: 3ds Max, Maya, Photoshop, XSI, Gen Head, Z Brush, Mud Box, and Poly-boost (as well as other 3ds max plug-ins). During this time Andrew has worked on 14 standalone published games as well as sequential spin-off products; as well as developing a number of military training systems for the Warrior - Armoured Fighting Vehicle, Harrier and Tornado aircraft. In the last decade Andrew has been involved in recruitment and development of artists, including theoretical and practical training. Andrew has been a freelance consultant helping companies to develop and improve tools and applications that are used by artists in the digital gaming industry. Andrew is currently a visiting speaker and advisor at Liverpool John Moore University for the MA digital games course; and is an external advisor at the University of Bolton, supporting the development of their forthcoming 3D related courses. Andrew has judged the Independent Games Festival for the past 2 years. He has been a visiting speaker at Liverpool John Moore University since 2005, and will also be a speaker at the University of Bolton for the forthcoming 3D Games Modeling course. Andrew Gahan has given numerous media interviews, of which a recent selection is given below: 15 December 2007. Interview with Gamasutra magazine Media consumption: MotorStorm's Andy Gahan. Television interview for 1-up.com with Pete Smith (Executive External Producer, SCEE (Sony)) in San Francisco, during GDC (Game Developer Conference) in the Sony Store for the launch of MotorStorm. Television interview for GamerTV with Pete Smith (Executive External Producer, SCEE (Sony)) in San Francisco, during GDC (Game Developer Conference)

Users Review

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Frances Lawler:

This 3D Automotive Modeling: An Insider's Guide to 3D Car Modeling and Design for Games and Film book is absolutely not ordinary book, you have after that it the world is in your hands. The benefit you receive by reading this book is information inside this e-book incredible fresh, you will get facts which is getting deeper an individual read a lot of information you will get. This specific 3D Automotive Modeling: An Insider's Guide to 3D Car Modeling and Design for Games and Film without we understand teach the one who reading through it become critical in imagining and analyzing. Don't possibly be worry 3D Automotive Modeling: An Insider's Guide to 3D Car Modeling and Design for Games and Film can bring if you are and not make your carrier space or bookshelves' come to be full because you can have it inside your lovely laptop even phone. This 3D Automotive Modeling: An Insider's Guide to 3D Car Modeling and Design for Games and Film having very good arrangement in word along with layout, so you will not truly feel uninterested in reading.

Jon Farris:

A lot of people always spent their free time to vacation or even go to the outside with them household or their friend. Were you aware? Many a lot of people spent these people free time just watching TV, or perhaps playing video games all day long. If you want to try to find a new activity here is look different you can read a book. It is really fun for yourself. If you enjoy the book you read you can spent 24 hours a day to reading a guide. The book 3D Automotive Modeling: An Insider's Guide to 3D Car Modeling and Design for Games and Film it is very good to read. There are a lot of those who recommended this book. They were enjoying reading this book. Should you did not have enough space to deliver this book you can buy the particular e-book. You can m0ore very easily to read this book from the smart phone. The price is not too expensive but this book possesses high quality.

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John Bergeron:

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