Max Modeling for Games

This book is an essential guide for the 3D artist using Max who wants to grow into developing 3D content for computer games and simulations.

- Preface -

About the author - Why this book was written - How this book is organised - A short introduction to the guest writers included in the book, who they are, and what they have created.

- Chapter 1 - Low poly Asset (30 min tutorial)
*Introduction to modelling* *Setting up 3ds Max* *Creating a cardboard box using primitive objects* *3ds Max Shortcuts* *Texture mapping your box (UV mapping)* *Common problems* *Rendering your model* *Creating a portfolio image* *Moving on to Chapter 2*

- Chapter 2 - Low poly Asset 2 (1 hour tutorial)
*Creating primitive objects* *Slice, Extrusion and Scale* *Creating simple textures in Photoshop from photos* *Applying textures to the model (UV mapping)* *Common problems* *Rendering your model* *Creating a portfolio image* *Moving on to Chapter 3*

- Chapter 3 - Low poly Asset 3 (2 hour tutorial)
*Creating primitive objects* *New tools* *Creating textures in Photoshop from photos* *Applying textures to the model (UV mapping)* *Common problems* *Rendering your model* *Creating a portfolio image* *Moving on to Chapter 4*

- Chapter 4 - Creating Complex Texture Maps from Photographs
*Basic equipment* *Taking your own photos* *Photoshop* *Layers* *Crop, Transform, Scale, Rotate, Skew, Distort and Perspective* *Making tilla ble textures* *Healing brush, clone stamp and eraser* *Levels and Curves* *Brightness/Contrast* *Hue/Saturation* *Common problems* *Rendering your texture* *Creating a portfolio image* *Moving on to Chapter 5*

- Chapter 5 - Low poly in-game vehicle
*Blueprints/sketch* *Image planes* *Bonnet* *Body* *Doors* *Roof* *Details* *Wheel arches* *Windows* *Wheels* *Textures & UV's* *Common problems* *Rendering your model* *Moving on to Chapter 3*

- Chapter 6 - Low poly in-game character
*Reference material* *Starting out* *Basic shape* *Head and Neck* *Adding details* *Shoulders* *Arms* *Joints* *Face* *Hands* *Final details* *Common problems* *Posing your character* *Rendering your model* *Moving on to Chapter 7*

- Chapter 7 - Low poly in-game Environment
*Reference material* *Blocking out the basic shapes* *Adding detail* *Creating the texture maps for the scene* *Low poly foliage using alpha maps* *Adding existing assets to the scene* *Final composition* *Simple lighting* *Common problems* *Rendering your scene* *Moving on to Chapter 8*

- Chapter 8 - Mid poly in-game Vehicle
*Creating Blueprints in Photoshop* *Setting up image planes* *Tools and the workspace* *Starting the model - wings and side* *Modeling the front bumper and bonnet* *Modeling the rear bumper and boot* *Modeling the roof* *Tiding up the bodywork* *Modeling the interior* *Lights, wing mirrors and handles* *Wheel Styles and theory (short section on different techniques)* *Hi poly wheel* *Normal map / alpha map creation* *Low poly wheel* *UV mapping the body and texture space usage* *Mirroring the body and combining the meshes* *Separating the body parts* *Any final modeling tweaks* *Naming conventions and tiding up the scene* *Getting UV's into Photoshop & using layers* *Common problems* *Rendering your model* *Moving on to Chapter 9*

- Chapter 9 - Mid poly in-game Character
*Collecting reference* *Setting up the scene* *Building the torso* *Arms and legs* *Hands and feet* *Creating the head* *Nose and eyes* *Mouth and ears* *Final refinements and details* *Textures and mapping* *Surface detail and maps* *Common problems* *Rendering your character* *Moving on to Chapter 10*

- Chapter 10 - Lighting and Rendering
*Simple lights* *Three point lighting* *Shadows* *Rendering* *Common problems* *Re-rendering your previous work* *Moving on to Chapter 11*
- Chapter 11 - Final Piece
  * Collecting reference
  * Setting up the scene
  * White boxing key elements
  * Building the scene up using assets you've created
  * Composition and scale
  * Adding detail to the walls
  * Creating the roof
  * Simple lights
  * Final touches
  * Common Problems
  * Rendering your scene
  * Moving on to Chapter 12

- Chapter 12 - Putting your portfolio together
  * What to include
  * Organising the content
  * Final presentation
  * Applying for a job
  * At the interview