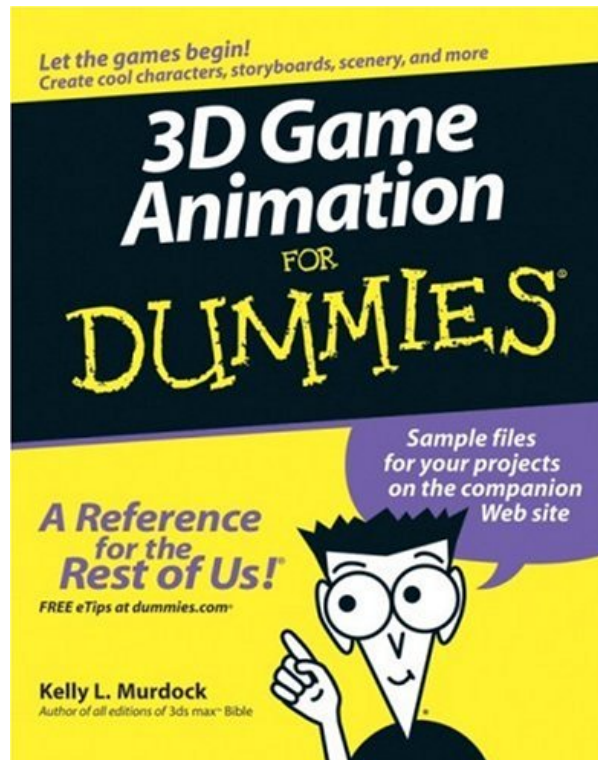
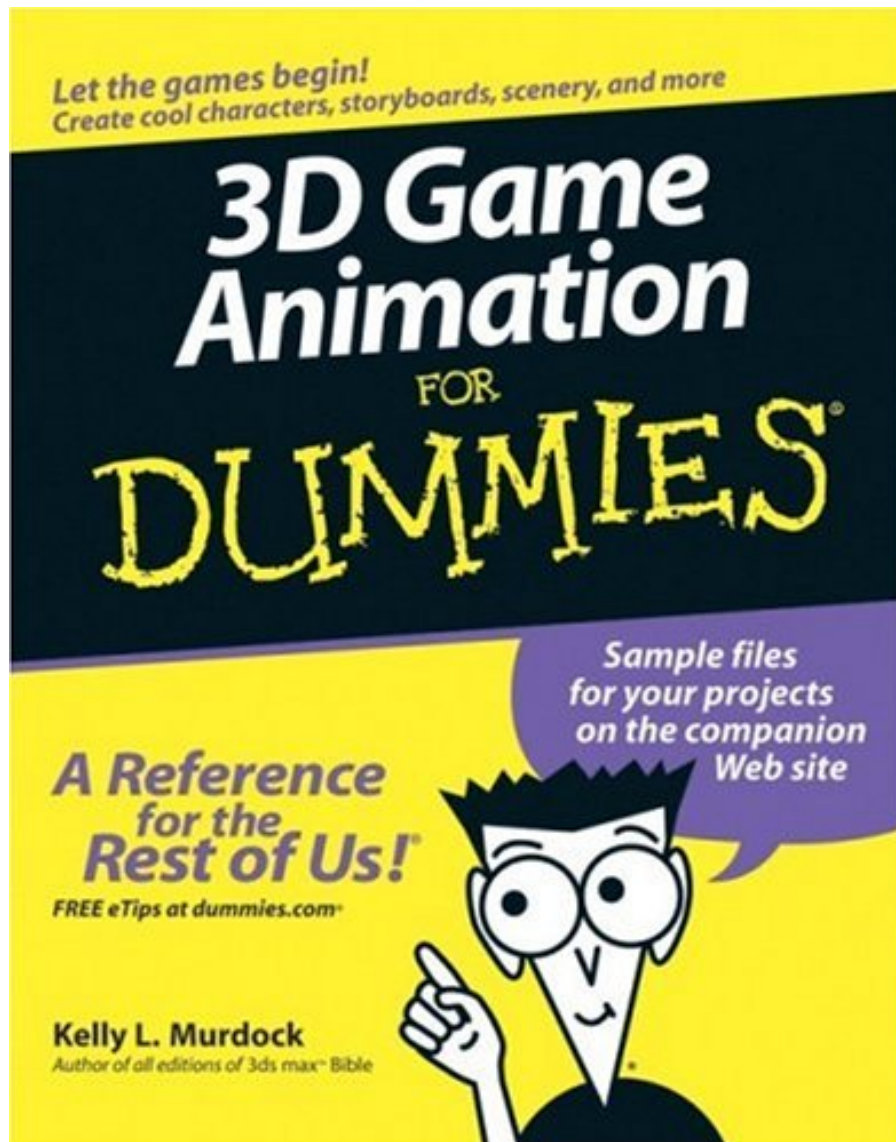


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Bring fantasy creatures and settings to life, and launch a lucrative career

There's gold in them thar games, and here's your mining kit! Find out how to design, model, and animate characters, give your settings detail and dimension, create a storyboard, add dialogue, produce special effects, plan a game, and more. You'll even get an overview of essential software, and tips for landing a job in the game industry.

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About the Author

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* For readers intrigued by 3D video games as a hobby or a potential career, this book offers an introduction to the world of 3D game animation and provides step-by-step instructions on creating storyboards, scenery, characters, and even software

* Cover topics such as working with 3D coordinates, keyframing, NURBS modeling, lighting, rigging, skinning, particle effects, and more

* Video game sales exceeded the movie industry's box office draw last year by \$1 billion

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- 399 pages

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Most helpful customer reviews

8 of 8 people found the following review helpful.

Falling short...

By Paul Lessard

I purchased this book hoping it would help me show a novice how to start modeling for games. While the author covers the overview and technical terms, the essential modeling instruction is severely lacking. The book talks about creating detail but fails to deliver quality examples.

I bought this title because I own a few of the author's other works including the 3ds max bible. This was a disappointment because it fails to provide the information on technical skills while it raises false hopes of earning money from games, if folks use this resource. (Read back of book cover)

The up side to this book is in the overview. It does introduce the information and resources needed for the game industry, and it covers the basic concepts of animation and modeling, but does not mention many important pit falls common to many an aspiring beginner.

7 of 8 people found the following review helpful.

A great introduction to 3D game animation

By Joe

Sure, you won't be able to land a job at Electronic Arts just by reading this book, but it's a great way to explore the topic. The author does a great job introducing animation lingo and techniques to novices. If you don't know your NURBS from your keyframes, this book is a great place to get educated. It may even whet your appetite for a more detailed book, such as the author's 3ds max Bible.

13 of 19 people found the following review helpful.

Warning - not usable with Maya PLE

By Richard Osborne

On p. 2 in the book "3D Game Animation for Dummies" it says, "the examples are taught using the free version of Maya." In the next paragraph, it says, "The Maya, Personal Learning Edition that is used for the examples in this book can be downloaded for free from the Alias Web site, [...] This version of Maya is not a limited trial version, nor is it a feature-disabled version. It includes all the features of the actual shipping version of Maya, except that the images are rendered with a watermark and the saved files are limited to this version."

After I bought the book and encountered a problem, Wiley Tech Support replied:

"The issue is not with your operating system or with the text. The issue is that you are using the non-commercial version of Maya, the Personal Learning Edition (PLE). Per the PLE FAQ at the Alias Products site ([...]>>File Format and Data Input/Output: You cannot write standard Maya software files (.ma, .mb); only the Maya Personal Learning Edition file format (.mp) can be saved; however, you can import standard Maya software files.

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