

3D Game Textures: Create Professional Game Art Using Photoshop

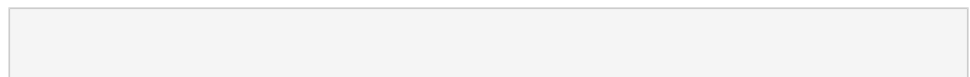
By Luke Ahearn

Download now

Read Online →

3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn

Finally the eagerly-awaited next edition of Luke Ahearn's cornerstone game art book: 3D Game Textures is on its way. The book will be refreshed per the latest rev of Photoshop and the latest game industry trends and developments. 3D Game Textures allows next-gen game artists to learn to create everything from bricks to books in Photoshop with this step-by-step instructional guide. Because texture is 99% of what a gamer sees when playing, this topic deserves considerable coverage but has gotten little attention. Unlike anything on the market, this book concentrates solely on texturing, and provides an in-depth guide to game texturing with hundreds of high-quality examples. Game artists learn all they need to know on the topic, including basic artistic principles, tools and techniques, and specific step-by-step tutorials that explain how to create textures for myriad environments. **NEW COVERAGE OF:** the latest version of Photoshop; Adding multiple edge tiling; Adding Photoshop Bridge coverage; Updating metal tutorial; Adding coverage of Urban exteriors. **PLUS ADDITIONAL CHAPTER:** Advanced project: Large outdoor urban area - war torn city. Great amount of work on detailed textures (overlays and advanced blending in PS) that utilize many shaders. This environment will look roughly like Battlefield 2 or more recently Call of Duty 4. The scene will include effects as well - smoke and bullet holes. Grass, trees, curtains, signs, and more. The DVD includes: demo versions of relevant software; resource images; all images from the book. * Learn everything you need to create stunning, professional textures from one easy to follow guide which features tutorials and over 500 high-quality images* Follow the step-by-step tutorials to learn how to create suitable images which you can add to your portfolio and WOW prospective employers* Companion CD includes sample textures, Photoshop actions and brushes, and electronic versions of images you saw in the book - all the tools you need in one place!* Hit the ground running or get a leg up on the competition with the tips, tricks, and real world examples featured in this comprehensive guide



 [Download 3D Game Textures: Create Professional Game Art Usi ...pdf](#)

 [Read Online 3D Game Textures: Create Professional Game Art U ...pdf](#)

3D Game Textures: Create Professional Game Art Using Photoshop

By Luke Ahearn

3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn

Finally the eagerly-awaited next edition of Luke Ahearn's cornerstone game art book: 3D Game Textures is on its way. The book will be refreshed per the latest rev of Photoshop and the latest game industry trends and developments. 3D Game Textures allows next-gen game artists to learn to create everything from bricks to books in Photoshop with this step-by-step instructional guide. Because texture is 99% of what a gamer sees when playing, this topic deserves considerable coverage but has gotten little attention. Unlike anything on the market, this book concentrates solely on texturing, and provides an in-depth guide to game texturing with hundreds of high-quality examples. Game artists learn all they need to know on the topic, including basic artistic principles, tools and techniques, and specific step-by-step tutorials that explain how to create textures for myriad environments. **NEW COVERAGE OF:** the latest version of Photoshop; Adding multiple edge tiling; Adding Photoshop Bridge coverage; Updating metal tutorial; Adding coverage of Urban exteriors. **PLUS ADDITIONAL CHAPTER:** Advanced project: Large outdoor urban area - war torn city. Great amount of work on detailed textures (overlays and advanced blending in PS) that utilize many shaders. This environment will look roughly like Battlefield 2 or more recently Call of Duty 4. The scene will include effects as well - smoke and bullet holes. Grass, trees, curtains, signs, and more. The DVD includes: demo versions of relevant software; resource images; all images from the book. * Learn everything you need to create stunning, professional textures from one easy to follow guide which features tutorials and over 500 high-quality images* Follow the step-by-step tutorials to learn how to create suitable images which you can add to your portfolio and WOW prospective employers* Companion CD includes sample textures, Photoshop actions and brushes, and electronic versions of images you saw in the book - all the tools you need in one place!* Hit the ground running or get a leg up on the competition with the tips, tricks, and real world examples featured in this comprehensive guide

3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn Bibliography

- Sales Rank: #9732034 in Books
- Published on: 1709
- Binding: Paperback
- 533 pages

 [Download 3D Game Textures: Create Professional Game Art Usi ...pdf](#)

 [Read Online 3D Game Textures: Create Professional Game Art U ...pdf](#)

Download and Read Free Online 3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn

Editorial Review

Review

"Ahearn's book can and will help you become a much better artist" Apogee Photo Magazine, August 2006

About the Author

Luke Ahearn has over fifteen years of professional game development experience as designer, producer, and art director on seven published game titles including Dead Reckoning and Americas' Army and worked as a background artist at EA. He has authored six books on game development.

Luke Ahearn has over fifteen years of professional game development experience as designer, producer, and art director on seven published game titles including Dead Reckoning and Americas' Army and worked as a background artist at EA. He has authored six books on game development.

Users Review

From reader reviews:

Derek Morton:

The book 3D Game Textures: Create Professional Game Art Using Photoshop give you a sense of feeling enjoy for your spare time. You can use to make your capable far more increase. Book can to get your best friend when you getting anxiety or having big problem along with your subject. If you can make examining a book 3D Game Textures: Create Professional Game Art Using Photoshop for being your habit, you can get far more advantages, like add your personal capable, increase your knowledge about several or all subjects. It is possible to know everything if you like wide open and read a book 3D Game Textures: Create Professional Game Art Using Photoshop. Kinds of book are several. It means that, science guide or encyclopedia or others. So , how do you think about this guide?

Inez Morales:

What do you in relation to book? It is not important together with you? Or just adding material when you require something to explain what the one you have problem? How about your extra time? Or are you busy man or woman? If you don't have spare time to try and do others business, it is make you feel bored faster. And you have time? What did you do? Everybody has many questions above. They should answer that question simply because just their can do that. It said that about e-book. Book is familiar on every person. Yes, it is right. Because start from on pre-school until university need this kind of 3D Game Textures: Create Professional Game Art Using Photoshop to read.

Patrick Pierce:

The guide untitled 3D Game Textures: Create Professional Game Art Using Photoshop is the guide that recommended to you you just read. You can see the quality of the e-book content that will be shown to anyone. The language that article author use to explained their way of doing something is easily to

understand. The article author was did a lot of exploration when write the book, therefore the information that they share to you personally is absolutely accurate. You also might get the e-book of 3D Game Textures: Create Professional Game Art Using Photoshop from the publisher to make you a lot more enjoy free time.

Lourdes Tyner:

Typically the book 3D Game Textures: Create Professional Game Art Using Photoshop has a lot details on it. So when you check out this book you can get a lot of help. The book was published by the very famous author. Tom makes some research prior to write this book. This specific book very easy to read you may get the point easily after scanning this book.

Download and Read Online 3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn #7M3G0YKC4OA

Read 3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn for online ebook

3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read 3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn books to read online.

Online 3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn ebook PDF download

3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn Doc

3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn Mobipocket

3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn EPub

7M3G0YKC40A: 3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn