



## 3D Masterclass: The Swordmaster in 3ds Max and Zbrush: The Ultimate Guide to Creating a Low Poly Game Character (Paperback)

By Gavin Goulden

3dtotal Publishing, United Kingdom, 2013. Paperback. Condition: New. Language: English . Brand New Book. 3D Masterclass: The Swordmaster in 3ds Max and ZBrush presents a comprehensive, step-by-step guide to modeling, sculpting, unwrapping, texturing, and rendering a low poly game character. The professional workflow detailed in this book is typical of the games design industry, and anyone looking to produce a portfolio-worthy character will benefit from talented character artist Gavin Goulden s extensive experience. Gavin Goulden is a US-based character artist currently working for Irrational Games on BioShock Infinite. A veteran in the games industry, he s been involved with a number of high profile projects over the years, including Dead Rising 2, Dragon Age, and F.E.A.R.2.

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