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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.

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3D Masterclass: The Swordmaster in 3ds Max and ZBrush

3D Masterclass: The Swordmaster in 3ds Max and ZBrush is a book by 3DTotal Publishing, the same publisher that brought us the Digital Art Masters series. Written by game industry veteran Gavin Goulden, the book is an in-depth tutorial at the creation of a richly-detailed low poly game character, The Swordmaster, to which the book owes its namesake.

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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. Gavin Goulden is a US-based character artist currently working for Irrational Games on BioShock Infinite.

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The Swordmaster Is our new precise, step-by-step tutorial for highly polished, low polygon game character with detailed texturing for real-time rendering. We have had the tutorial created for the 5 major 3D applications, but even if you are not a user of one of them, the principles should be easily followed in nearly all other 3D applications.

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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. Skip to main content. 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.

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3D Masterclass: The Swordmaster in 3ds Max and ZBrush: The Ultimate Guide to Creating a Low Poly Game Character is perfect for 3D artists who are frustrated by books that aren't step-by-step. Mr. Gavin Goulden's book leaves nothing to the imagination: he lays out everything he does from beginning to end.

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Follow in an experienced character artist's footsteps to create a breathtaking low poly game character fit

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