

Essential Skills for 3D Modeling, Rendering, and Animation

By Nicholas Bernhardt Zeman

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Essential Skills for 3D Modeling, Rendering, and Animation By Nicholas Bernhardt Zeman

The Key to Fully Understanding the Basics of a 3D World

Prominently used in games, movies, and on television, 3D graphics are tools of creation used to enhance how material and light come together to manipulate objects in 3D space. A game-changer written for the non-technical mind, **Essential Skills for 3D Modeling, Rendering, and Animation** examines the complexities of 3D computer-generated art, and outlines the basics of how things work and are used in 3D. This text describes the three cornerstones of 3D—modeling, rendering, and animation; focuses on common elements; and provides a full understanding of the foundational concepts involved. Detailing the skills and knowledge needed to become an accomplished 3D artist, it includes step-by-step instruction with ample examples, and allows absolute beginners to move at their own pace.

Master Anything You Are Tasked to Model

The author incorporates historical information—presenting a contextual understanding of the various techniques and methodologies in their historical place. Each chapter builds on the fundamentals of 3D computer graphics and

augments skills based on the concepts, enabling the student to learn both theory and application simultaneously. The book highlights two basic geometry types, polygons and NURBS surfaces, showing the student basic modeling techniques with both. While more techniques are available, an artist can cover any model by grasping these basic techniques.

- Supplies examples that are specifically taken from Autodesk Maya
- Contains exercises that are meant to be used in conjunction with the training videos on the website
- Includes a documented history of computer graphics

Essential Skills for 3D Modeling, Rendering, and Animation offers a fundamental understanding of the mechanics of 3D graphics to modelers, animators, texture artists, render artists, game developers, and production artists, as well as educators teaching an undergrad or tech course in 3D animation.

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Editorial Review

Review

"Zeman’s instruction took me from a complete novice, having only dreamed of using 3D, to a proficient modeler, rigger, and animator for indie game development and has given me the foundational information to be able to quickly learn any 3D program."
?Nick Brummer, Indie Game Designer, Curriculum Developer

About the Author

Nicholas Bernhardt Zeman started his career in 3D graphics at the University of Kentucky, where during graduate school he began working in 3D Studio Max for the first time. After almost 12 years in character rigging for sports games, he decided to leave the employment of game developers and focus on the academic pursuit of interactive development as a professor at Northern Kentucky University. He began his own digital media technology company, RHZ Development LLC, where he continues to consult and produce functional games through gamification, mobile apps, and mobile games under the studio brand "Little Fish Games" and RHZ Development.

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