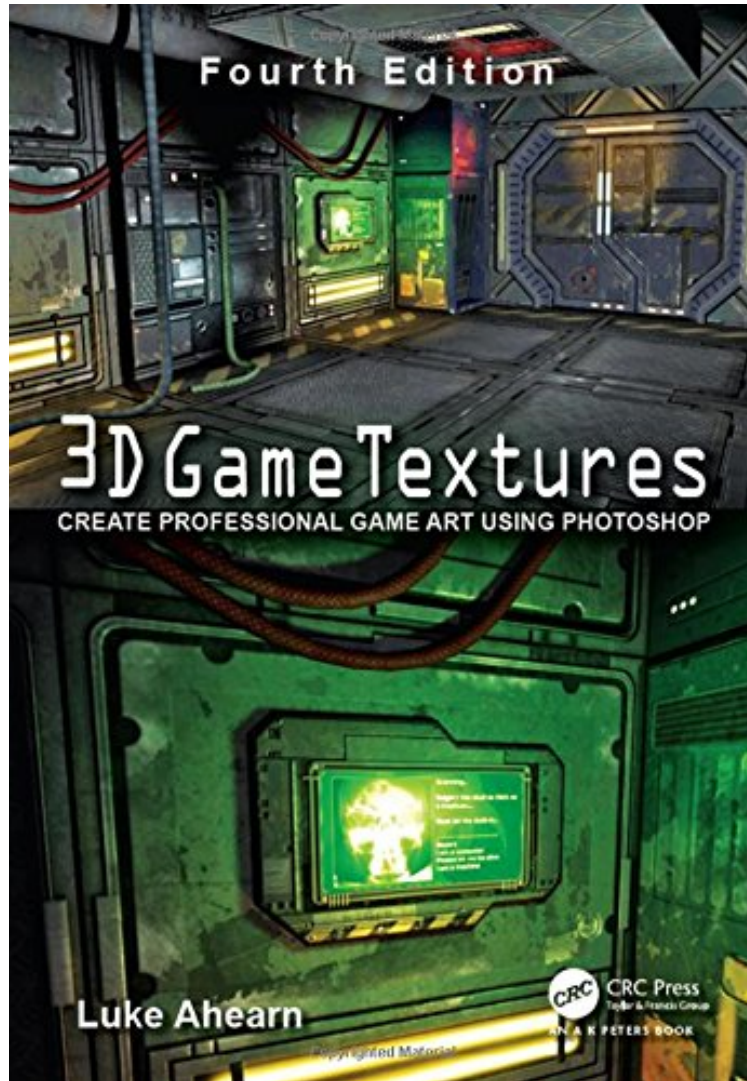


[Free download] 3D Game Textures: Create Professional Game Art Using Photoshop

3D Game Textures: Create Professional Game Art Using Photoshop

Luke Ahearn

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Luke Ahearn : 3D Game Textures: Create Professional Game Art Using Photoshop before purchasing it in order to gage whether or not it would be worth my time, and all praised 3D Game Textures: Create Professional Game Art Using Photoshop:

3 of 3 people found the following review helpful. Save yourself a lot of wasted time...By GREG PI have been scouring the Internet for texturing tutorials for over a year, now, after reading this awesome book, I think I just saved myself hours and hours of wasted time looking for tips and tricks.It answered many questions I had, as well as revealing basic fundamentals that I had missed before, which was why I was struggling. Already my texturing has advanced 200% in 1 week!I am actually using GIMP Paint-studio 2.8, which I know quite well, so that also is a good recommendation

that I can use different software and get the same or similar result. Truly, this is where you should start if you want to learn texture creation for games! (Although I should point out if you use Gimp or other software than Photoshop, the filters are not named exactly the same, but all the techniques are gone over pretty extensively, so you can figure out how to do it, and you will need to develop your own technique to get the same end result. But it is a good way to learn Texturing.)

1 of 1 people found the following review helpful. which is disappointing because it came highly recommended. Some of the techniques are outdated

By SuperDave
An ok book for an absolute clueless beginner, but limited real value to anyone whos been in the industry on the artistic side for a while, which is disappointing because it came highly recommended. Some of the techniques are outdated, and only suited to low-fi non-HD graphics, defiantly not suited for next gen development. Its decent at what it does though, so if your clueless about graphics for games, or want to learn some nifty photoshop techniques that you can probably find on youtube for free anyway, go ahead and grab it for the bookshelf!

2 of 2 people found the following review helpful. Good Fundamentals, Useless Tutorials

By David Mershawn
Pros-Has good introduction to the fundamentals of texture creation.-Introduces numerous techniques to use Photoshop tools and filters in useful and sometimes unconventional ways
Cons-Does not specify which version of Photoshop (Definitely CS4 or older, but not sure)-Tutorials are poorly written/edited: Following the directions as-written will NOT result in textures that match the example pictures Frequently uses vague or confusing language Rarely explains reasoning for performing a step

The new edition of *3D Game Textures: Create Professional Game Art Using Photoshop* features the most up-to-date techniques that allow you to create your own unique textures, shaders, and materials. Revised to take new technology into account, it is an ideal hands-on resource for creating online worlds, simulations, web-based applications, and architectural visualization projects. Continuing the practical, no-nonsense approach of its predecessors, the fourth edition shows you how to advance your digital art skills with textures and shaders by exploring their interactions in single objects or entire scenes. It contains expanded coverage of shader nodes, and the companion website www.lukeahearn.com/textures has been updated to include video tutorials as well as updated sample textures, shaders, materials, actions, brushes, and all of the art from the book. Written with the beginner and the professional in mind, this book provides an excellent stepping stone for artists of any level. It shows aspiring artists how to create their own game textures. It also shows technically oriented professionals who struggle with artistic aspects of graphic design how to create textures in a way that they can relate to, while teaching technically challenged artists how to create their art in a fashion that allows them to set up their work with an eye toward the important technical aspects of game development.

"As well as the design angle of creating artwork for games, this book also tackles the business side of creating artwork for commercial purposes, making it a wonderful insight into the world of the professional games artist. After reading this you'll have a far better understanding of what it takes to become successful in the games world, and it will give you the opportunity to begin building a stunning profolio." - *Advanced Photoshop*

"Discover how to design bullet holes, flames, windows and walls - all the effects that are an essential for today's videogame - with easy-to-follow tutorials. There are a variety of different themes explored throughout this book, covering anything from urban street scenes to the fantasy genre." - *Advanced Photoshop*, April 2006

"This book can help anyone become a better texture professional...Ahearn's book can and help you become a much better artist, even if you never did much texturing before...The details are simple, but they give anyone who has no Photoshop experience a better idea of what to do. A more experienced reader can gain an in-depth look at how to add improved texture to his projects. *3D Game Textures* is a great book for beginners who would like to learn about textures for 3D art. No one should have a problem understanding and using this easy-to-comprehend information." - *Apogee Photo Magazine*, August 2006

"After reading this you'll have a far better understanding of what it takes to become successful in the games world..." - *Advanced Photoshop*, April 2006

"Ahearn's book can and will help you become a much better artist, even if you never did much texturing before." - *Apogee Photo Magazine*, August 2006

About the Author
Luke Ahearn has over 20 years of experience in professional game development. He has served in lead positions such as designer, producer, and art director on over 15 published game titles, including *Dead Reckoning* and *Americas Army*. He has also worked as a background artist at Electronic Arts. He is currently working as an animatronic prop artist at MasterWerx Studios. He has written nine books on game development.