



3D Modeling and Surfacing (Exploring 3D Graphics)

Bill Fleming

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3D programs are a major investment, and making an uninformed decision on which technology to pursue can be a waste of time, effort, and money. **3D Modeling and Surfacing** is your tool for navigating through the wide variety of products available for the graphics design professional. Emphasizing the modeling and surfacing aspects, this book covers the basics of 3D graphics. It provides an overview of all the existing graphics design technology and the software that implements them as well as pointing out the best uses for specific programs. Graphics expert Bill Fleming shows how to use and take advantage of common modeling and surfacing techniques and offers his advice on when and where to use them.

3D Modeling and Surfacing is an unbiased source of information for graphics design professionals who need to pick the right tool or technique for the job. The book can be used as a guide for the fledgling graphics design artist and as an objective reference for the seasoned professional.

Key Features

- * Includes a CD-ROM featuring full-color versions of the images in the book, plus product demos, sample models and surfaces, and relevant freeware/software
- * Discusses and demonstrates current graphics design technologies and provides comprehensive coverage of the software products that implement them

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