3D Graphics & Animation (2nd Edition)

By Mark Giambruno

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3d Graphics & Animations is the book to help readers break into the 3D marketplace. Learn from the experiences of working professionals as shared through insightful interviews. As a second edition, this book builds on the well-received segments of the first edition to cover the basics of 3D in general terms starting with "What is 3D?" and progressing step-by-step through modeling, texturing, lighting and animation. The book also offers coverage of such related topics as developing a story concept, storyboarding, and putting together a demo real and portfolio. It even provides interview tips! New elements in this second edition include interviews from industry leaders as well as application specific tutorials for 3ds max 4, Maya 4, and LightWave 7 that are included on the CD.

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Editorial Review

From the Back Cover

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About the Author

Mark Giambruno was born in 1957 in the small California foothills town of Placerville. He grew up in Sacramento, where he enjoyed annoying his teachers with epic space battles drawn¿during class¿in the margins of his schoolwork. In high school and college he pursued classes in art and electronics, but found the display-less computers of the time utterly boring.

In 1982, he used his younger brother¿s need for computer access at home as an excuse to buy his first microcomputer¿an Atari 800¿and has been heavily involved with computing ever since. He started his own computer graphics firm in 1990 and took on San Francisco-based Mondo Media as one of his main clients. When he was free to relocate, Mondo offered him a full-time position, and he become one of their lead artists and project directors. He conceptualized, managed, and created graphics for many of the company¿s projects, including those for such clients as Microsoft, Sierra Semiconductor, and Compaq.

After a few years of doing business-oriented multimedia, he went on to head up Mechadeus¿s first two CD-ROM games, Critical Path and The Daedalus Encounter (featuring Tia Carerre of Wayne¿s World fame). His responsibilities on Daedalus included design, co-writing the script, art direction, and editing. He also wrote The Official Guide to The Daedalus Encounter for BradyGAMES, which chronicles the project and provides hints and tips for completing the game.

Later projects for Mondo Media included art direction of game cinematics for Mechwarrior 3, Under Cover, and Alpha Centauri: Alien Crossfire, as well as creating and art directing in-game assets for both Star Fleet Command releases. He also art directed Spiral, a Flash-based Mondo Mini Show with character designs by Toshihiro Kawamoto (Cowboy Bebop, Gundam, Golden Boy).

Currently, he is an independent contractor providing writing, 3D modeling, design, and animation services through his Binary Arts company. His most recent projects include co-writing the English adaptations of two Japanese detective novels, Under Cover and Angel¿s Fang, both by #1 bestselling author Arimasa Osawa.

His favorite diversions include watching subtitled anime and playing FPS games like Unreal Tournament and Return to Castle Wolfenstein.

Users Review

From reader reviews:

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