Character Modeling with Maya and ZBrush: Professional polygonal modeling techniques

Jason Patnode

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Every technique and tip is backed up with practical tutorials, using the models, textures and video on the companion DVD to offer a crash course to this vital skill. Jason Patnode takes you from low to high-resolution modeling - helping you span the gap between game and film industry skills. Based on Maya 2008 and ZBrush 3.0.

You'll learn: Pipeline and modeling guidelines . Overview of Maya . Introduction to ZBrush modeling . Concept art . Anatomy . Creating a video game character . Creating a hyper-real character . Creating a photo-real character . UVs and texturing . How to create a demo reel

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