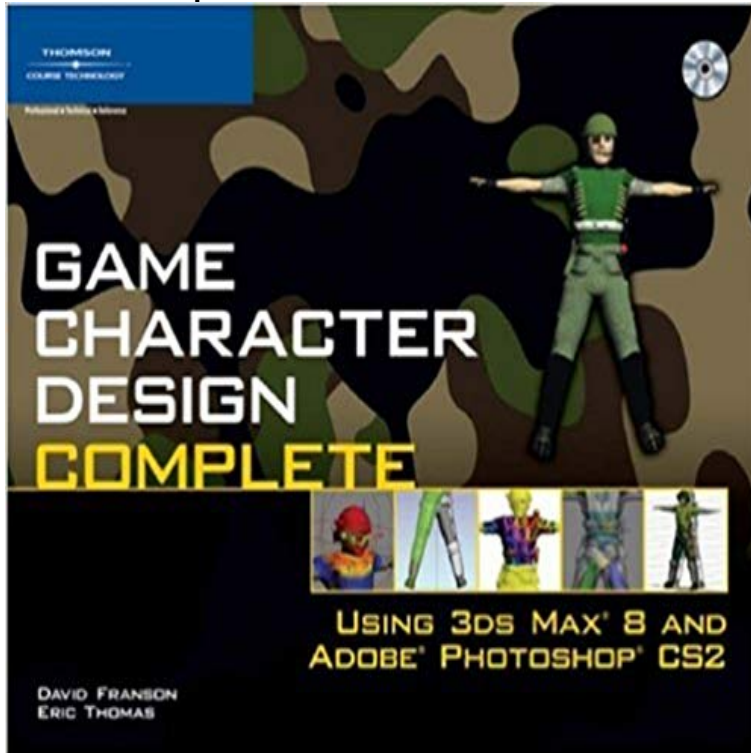


# Game Character Design Complete: Using 3ds Max 8 and Adobe Photoshop CS2



A game is only as intriguing as the characters that inhabit its world. Game Character Design Complete demonstrates each step of modeling, texturing, animating, and exporting compelling characters for your games. You'll learn how to model in 3ds Max from sketch references, texture in Adobe Photoshop, rig bones, and animate a character back in 3ds Max. Game Character Design Complete covers all aspects of character creation—from the technical to the artistic. Don't worry if your artistic ability isn't awe-inspiring. You'll cover every aspect of the design process in easy-to-follow steps, including texturing and animating your character. If you have a working knowledge of 2D and 3D graphics, then you have all of the skills you need to begin creating cool characters for your games.

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