



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



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

*David Franson*

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Game Character Design Complete Helps you develop your existing digital art skills to create and export 3D character models, textures, and animations for modern game engines. This intermediate-level book focuses primarily on 3DS Max 8 to create and animate a game character, and Photoshop CS2 to texture your character. The book's CD-ROM contains demo versions of both programs. Full description

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