



## Digital Modeling

By William Vaughan

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Professional modeling is the foundation of every aspect of the 3D production pipeline and is essential to the success of any 3D computer graphics project. *[digital] Modeling* is unlike any other modeling book you've seen—it gets to the core of what it takes to create efficient production-ready models and demystifies the process of producing realistic and jaw-dropping graphics. Taking a software-neutral approach, it teaches you the essential skills and concepts that you can apply to modeling in any industry 3D software, such as 3ds Max, LightWave 3D, Maya, Modo, Silo, XSI, ZBrush and other leading programs. Modelers, animators, texture artists, and technical directors can all benefit from the valuable information covered in this jam-packed guide containing years of industry knowledge. Simply put, if you work in 3D, you must have this book.

In this inspiring and informative guide to modeling, industry veteran William Vaughan teaches you how to:

- Master modeling techniques to produce professional results in any 3D application
- Use the tools of a professional digital modeler
- Control your models polygon-count as well as polygon-flow
- Create both organic and hard surface models
- Understand a modeler's role in a production environment
- Gain the knowledge to land a job in the industry as a digital modeler
- Model using specific tools such as LightWave and 3ds Max in over 6 hours of video training on the accompanying DVD
- And much more!

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### Editorial Review

#### Review

This is the book I wish I had when I was learning to model. It's a practical, easy-to-follow guide on what it takes to work as a 3D artist. I can't recommend it enough! Digital Modeling deserves a place on the desk of every serious 3D artist.

As an artist and educator, I have a short list of trade books that I recommend whenever the opportunity arises. Digital Modeling by William Vaughan is at the top of that list. It is without question the finest expose on the art 3D modeling that has ever been written.

Hundreds of students have benefitted from William Vaughan's one-on-one instruction. Now you can have that opportunity too. Digital Modeling is like having William as a personal mentor. His enthusiasm for the art of modeling and passion for developing new artists shines through on every page. The book is filled with sage advice, time-saving tips, and practical lessons learned through years of industry experience. I highly recommend this amazing book to students, schools and even industry professionals looking to advance their skill and understanding of 3D modeling. --Steve Warner, Executive Director, The Digital Animation and Visual Effects School

"William has trained hundreds of artists working in the industry and has influenced the way I approach modeling. This book is a must read for anyone interested in creating digital models." —Ron Thornton, award-winning VFX supervisor and recognized industry pioneer

#### About the Author

Award-winning artist, writer, and director **William Vaughan** is currently the creative director and co-owner of Applehead Factory Design Studio ([www.appleheadfactory.com](http://www.appleheadfactory.com)). He has worked for NewTek as its LightWave Evangelist, training CGI artists throughout the world and authoring more than 300 tutorials and instructional videos. William was Director of Industry Relations and Head of Curriculum at the Digital Animation and Visual Effects School at Universal Studios in Florida. He has been published by every major CGI magazine, contributed to 17 books, has written and directed several award-winning films, and has created digital models for many top studios including Pixar Animation Studios.

### Users Review

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#### Cindy Knutson:

The book Digital Modeling gives you the sense of being enjoy for your spare time. You need to use to make your capable a lot more increase. Book can being your best friend when you getting strain or having big problem along with your subject. If you can make reading through a book Digital Modeling to become your habit, you can get much more advantages, like add your capable, increase your knowledge about many or all subjects. You may know everything if you like wide open and read a guide Digital Modeling. Kinds of book are several. It means that, science guide or encyclopedia or some others. So , how do you think about this guide?

**Marco Manuel:**

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**Mae Bushee:**

Spent a free time for you to be fun activity to try and do! A lot of people spent their sparetime with their family, or their very own friends. Usually they carrying out activity like watching television, about to beach, or picnic inside the park. They actually doing ditto every week. Do you feel it? Do you want to something different to fill your current free time/ holiday? Could possibly be reading a book may be option to fill your cost-free time/ holiday. The first thing you will ask may be what kinds of publication that you should read. If you want to try look for book, maybe the reserve entitled Digital Modeling can be great book to read. Maybe it can be best activity to you.

**Philip Nguyen:**

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