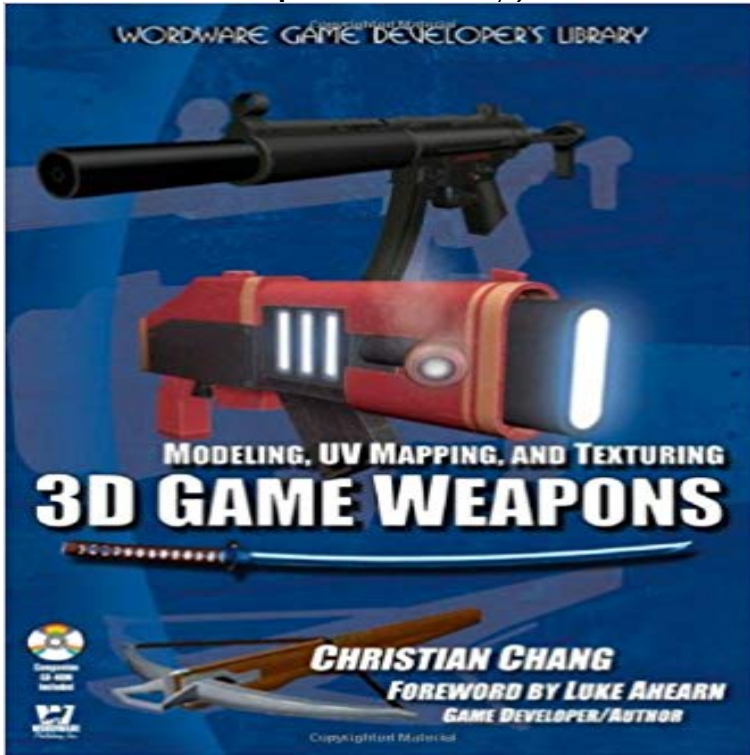


# Modeling, UV Mapping, And Texturing 3D Game Weapons (Wordware Game Developers Library)



The title says it all: with Modeling, UV Mapping, and Texturing 3D Game Weapons you'll learn how to model, UV map, and texture first- and third-person game weapons in a step-by-step progression from simple to complex. The book begins with a lesson on customizing your modeling application for ease of use, and then turns to weapon creation. Each weapon ? from a samurai sword to a modern high-velocity, fully automatic machine gun ? is first modeled and optimized, then UV mapped, and finally textured for realism. While the tutorials were written using Maya, the principles described will work with any polygon-based modeling package. Companion CD includes a trial version of Adobe Photoshop CS2 for the Microsoft Windows operating system, and more!

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