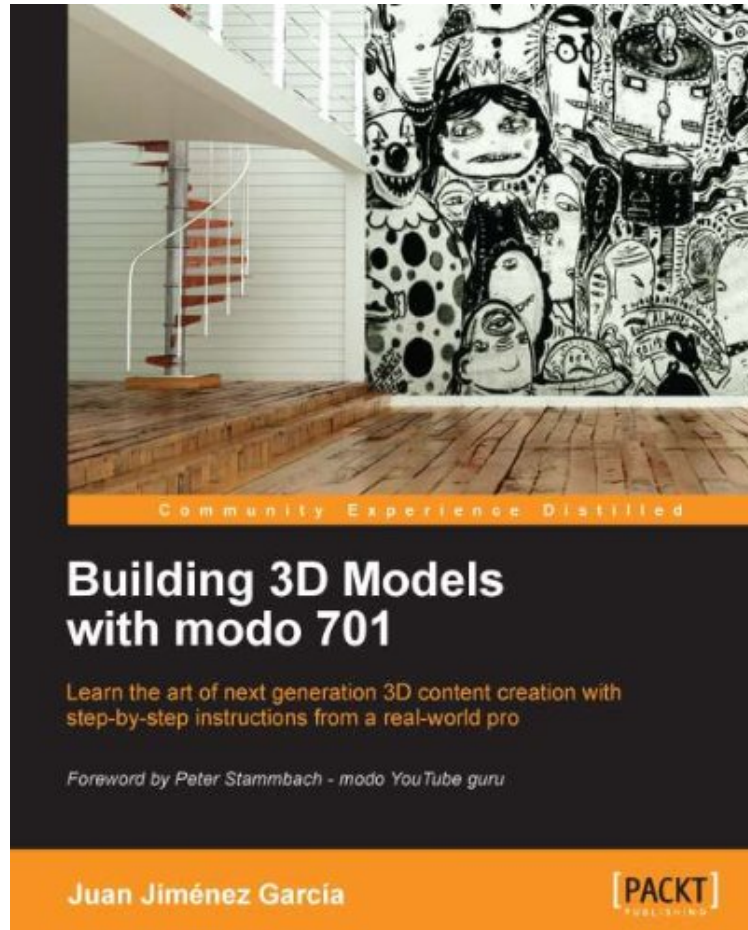


(Download free pdf) Building 3D Models with modo 701

## Building 3D Models with modo 701

Von Juan Jimnez Garca

ebooks | Download PDF | \*ePub | DOC | audiobook



[Download](#)

[Read Online](#)

Produktinformation -Verkaufsrank: #571033 in eBooksVerffentlicht am: 2013-10-25Erscheinungsdatum: 2013-10-25File Name: B00G8YAUTI | File size: 63.Mb

**Von Juan Jimnez Garca : Building 3D Models with modo 701** before purchasing it in order to gage whether or not it would be worth my time, and all praised Building 3D Models with modo 701:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. hmmm...Von Florian Segerkeine tips, nur grobe schwarzweiss bilder auf denen man nicht mal die schrift des bildschirminhalts lesen kann, ansonsten nur funktionsbeschreibungen die im regulaeren handbuch teilweise detaillierter sind... herbe enttaeuschung...0 von 0 Kunden fanden die folgende Rezension hilfreich. Great Book - more than an introductionVon c4dtwo3dFirst of all, I have to say that English is not my mother tongue, but I will give my best! :)3D is not easy to learn, because of its complexity. If you are a modeler and focus on this part only, than it could be a little bit easier (perhaps), but other artists have to know much more. They have to know everything about lighting and materials, photography backgrounds, knowledge in animations and compositing and much more ... a really big big world!Especially to learn every part of Modo will take a long time, but this book is really a great start to learn. It is written very well and every chapter - part of the 3D World - is easy to understand! Juan did a fantastic job!The way

the content is organized in this book is very good and helpful. It looks like a guideline for every 3D artist. So you can use it in case of searching for something special as well. This review is based on the eBook I read, but I can say, the pictures are clear and showing everything important and they are colored. :) You will spend a short time in the beginning to become an overview about the most important and useful tools for modeling. This overview comes to the point and if needed, you will get an extra information for each tool if it has more functionality. In this book there are many pictures, what I find very useful for explanations. This is really nice because you will see the differences in renders or you can compare these pictures directly within Modo. Another nice thing in this book is that you get not only a short overview how to insert lights in a scene, more how it works in a scene. Example: How you can setup a three point light technique. When it comes down to build the scene, you will find tips and tricks to build a very nice compositing. Also Juan explains the "Rule of Thirds" and what FOV (Field of View) is. Another important point for a good compositing is to use DOF (Depth of Field). This will be very well explained too. Last but not least the author gives an overview about render settings and render quality, which are most important and what you can do to increase this quality. Also he describes how to setup the render output for a more realistic look in post-production. For everyone who knows Modo and who wants to dive deeper into Modo, not only scratching the surface, this is not the right book. Because this book has not the intention to explain every aspect and every tool of Modo - it is more written for everyone how wants to learn Modo with ease from the ground up and get in short time an impressive overview about a scene should look. But this is done in a very good way, I had really fun to read it! Tip: For everyone who is new to Modo and new in the 3D World, Modo has a really big content library full of presets. Take a look into these presets as well ... you can use and study these presets, how they were created and organized in a scene. If you will ask me, after reading this book "Building 3D Models with Modo 701", what should I do next my answer will be, most likely, read more about Lighting, look what real photographer will do for a great shot and open your eyes when you are walking around and take care of shadows, lighting and materials in the real world! Reviewed 2013, November 0 von 0 Kunden fanden die folgende Rezension hilfreich. Empfehlenswert Von Begabungsrdrerer Gut verständlicher Einstieg in das leistungsfähige Programm. Leider nicht auf Deutsch erhältlich, aber man gewöhnt sich bald daran, eine englische Anleitung zu verwenden. Ein zweites Band mit Projekten aufsteigenden Schwierigkeitsgrades inklusive DVD wäre schön. Vielleicht kommt er ja noch.

**Kurzbeschreibung** In Detail Computer generated graphics (CGI) are part of the design market. CGI helps digital designers from many industries to have a clear representation of their products before they are produced. To name a few, interior designers, architectural studios, and furniture designers can implement CGI images into their workflow, saving them time and money. "Building 3D Models with modo 701" will introduce you to the world of next generation 3D content creation in a practical manner. This will not be a software manual, but a real-world guide that will skip the unnecessary details and focus on what's needed to complete a commission from a client. It will get you the best results in minimum time. In this book you will learn the entire process, from a preliminary design to the final art. All the stages are covered. You will be guided through modeling, creating materials, placing lights, optimizing your render, and showing it to your customer in an efficient way. You will learn how to quickly generate shapes and recreate real-world materials present in most of scenes: wood, metals, glass; along with working with textures and learning how to apply them convincingly. Create the mood of your scene by using lights, place the camera like a photographer would do to get that nice shot, and make a good quality realistic render and show it to your client with that extra punch of production that every pro should know. "Building 3D Models with modo 701" is not a user manual, but a step-by-step walkthrough of the real world of a 3D artist. **Approach** The book will focus on creating a sample application throughout the book, building gradually from chapter to chapter. **Who this book is for** If you are new to the 3D world, this is the key to getting started with a modern software in the modern visualization industry. Only minimal previous knowledge is needed. If you have some previous knowledge about 3D content creation, you will find useful tricks that will differentiate the learning experience from a typical user manual from this, a practical guide concerning the most common problems and situations and how to solve them. **Kurzbeschreibung** In Detail Computer generated graphics (CGI) are part of the design market. CGI helps digital designers from many industries to have a clear representation of their products before they are produced. To name a few, interior designers, architectural studios, and furniture designers can implement CGI images into their workflow, saving them time and money. "Building 3D Models with modo 701" will introduce you to the world of next generation 3D content creation in a practical manner. This will not be a software manual, but a real-world guide that will skip the unnecessary details and focus on what's needed to complete a commission from a client. It will get you the best results in minimum time. In this book you will learn the entire process, from a preliminary design to the final art. All the stages are covered. You will be guided through modeling, creating materials, placing lights, optimizing your render, and showing it to your customer in an efficient way. You will learn how to quickly generate shapes and recreate real-world materials present in most of scenes: wood, metals, glass; along with working with textures and learning how to apply them convincingly. Create the mood of your

scene by using lights, place the camera like a photographer would do to get that nice shot, and make a good quality realistic render and show it to your client with that extra punch of production that every pro should know. "Building 3D Models with modo 701" is not a user manual, but a step-by-step walkthrough of the real world of a 3D artist. Approach The book will focus on creating a sample application throughout the book, building gradually from chapter to chapter. Who this book is for If you are new to the 3D world, this is the key to getting started with a modern software in the modern visualization industry. Only minimal previous knowledge is needed. If you have some previous knowledge about 3D content creation, you will find useful tricks that will differentiate the learning experience from a typical user manual from this, a practical guide concerning the most common problems and situations and how to solve them. ber den Autor und weitere Mitwirkende Juan Jimnez Garca Juan Jimnez Garca started to doodle with 3D software back in 2004, with Lightwave 6. He then started to specialize in modeling, specially hard surface modeling, such as cars, furniture, all kinds of machines and engineering related stuff, and so on. He joined a small broadcasting company in his town, as a camera operator, and in charge of all CG imagery. He also started to explore CG for architectural works. In his spare time, he joined forces with some video game modding groups dedicated to driving simulations, modeling several racing cars for games such as Rfactor and Nascar Racing. Once he left that company during the middle of 2012, he started to try to make himself visible in the field of interior design, offering visualization services for interior designers. He then opened his own webpage [www.factor3d.com](http://www.factor3d.com), and brand named Factor3D, which he still develops in the market of CG visualization for several customers in his area, conducting live workshops, and giving private formation with the help of some old work companions, launching a formation center in his town to promote the use of modo.