



Digital 3D Design

By Simon Danaher

Download now

Read Online →

Digital 3D Design By Simon Danaher

"Digital 3D Design" offers comprehensive coverage of digital 3D design for the business, advertising, manufacturing, visualization, and entertainment industries. It acts as a comprehensive introduction for newcomers to the field, explaining the major concepts while avoiding technical jargon or heavy, software-specific information. Instead of focusing specifically on technology, this book goes into the subject from the viewpoint of the professional or student designer. It introduces the hardware and software that 3D designers need to consider, then runs through the fundamentals of working in 3D. An exploration of 3D techniques common to most 3D applications follows, with practical examples and step-by-step tutorials. The book also showcases 3D work by the author and other prominent 3D artists. The emphasis is on the results and the techniques needed to achieve them, rather than on features for features' sake. It also takes a more holistic approach to 3D, covering the whole of the field rather than any one segment.

↓ [Download Digital 3D Design ...pdf](#)

📄 [Read Online Digital 3D Design ...pdf](#)

Digital 3D Design

By Simon Danaher

Digital 3D Design By Simon Danaher

"Digital 3D Design" offers comprehensive coverage of digital 3D design for the business, advertising, manufacturing, visualization, and entertainment industries. It acts as a comprehensive introduction for newcomers to the field, explaining the major concepts while avoiding technical jargon or heavy, software-specific information. Instead of focusing specifically on technology, this book goes into the subject from the viewpoint of the professional or student designer. It introduces the hardware and software that 3D designers need to consider, then runs through the fundamentals of working in 3D. An exploration of 3D techniques common to most 3D applications follows, with practical examples and step-by-step tutorials. The book also showcases 3D work by the author and other prominent 3D artists. The emphasis is on the results and the techniques needed to achieve them, rather than on features for features' sake. It also takes a more holistic approach to 3D, covering the whole of the field rather than any one segment.

Digital 3D Design By Simon Danaher Bibliography

- Rank: #5575066 in Books
- Brand: Brand: Cengage Learning PTR
- Published on: 2004-09-10
- Original language: English
- Number of items: 1
- Dimensions: 10.04" h x .62" w x 9.30" l, 1.81 pounds
- Binding: Paperback
- 192 pages

 [Download Digital 3D Design ...pdf](#)

 [Read Online Digital 3D Design ...pdf](#)

Editorial Review

Amazon.com Review

Digital 3D Design: The Use of 3D Applications in Digital Graphic Design is a compact and visually loaded introduction to 3-D design. With 3-D graphics and animations popping up all over, in movies, computer games, and retail Web sites, many are looking for an entry into this exciting career. But all of the terms, jargon, and applications can be daunting. Author Simon Danaher, an expert in 3-D computer graphics, lays out an accessible and colorfully illustrated guide to it all. His approach will be especially welcome to those already experienced with 2-D paint or vector applications since there are some common themes.

A better subtitle might have been *Beyond Shiny Chrome Balls and Neon Skies*, because the book quickly takes readers past those fairly basic fantasy-style images and on to more sophisticated modeling. It begins with a bit of history and a brief profile of the major 3-D applications such as Maya, 3D Studio Max, Poser, and many others. The next 60 pages cover core concepts like modeling, spline patches, NURBS, and raytracing. In later sections, "lessons" cover more concepts in detail, for example, tessellation, keyframe animation, and UV texture mapping. Although these aren't quite step-by-step lessons, there are plenty of screenshots and Danaher clearly outlines what goes into each process. The book finishes by showing different uses of 3-D computer graphics, for example, on the Web (including VRML and Java 3D), in architecture, and in product design. And there's a nice glossary of terms.

This is not a how-to focusing on any specific software, but rather a look at the big picture of 3-D design. *Digital 3D Design* will be a welcome introduction for those wanting to dip their toes in but not knowing where to begin, or for artists looking to branch out into another dimension. --*Angelynn Grant*

From Library Journal

Rather than focus on one piece of 3-D creation software, Danaher briefly describes major packages and their strengths. He then devotes the bulk of the book to outlining 3-D concepts, creation, and terminology, concluding with a discussion of 3-D on the web and a showcase of real-world usage. This clear overview provides aspiring 3-D artists with a solid foundation that can then inform work with specific design software. An essential (and affordable) reference for public and academic libraries.

Copyright 2002 Cahners Business Information, Inc.

About the Author

Simon Danaher has been working in the graphics industry for over five years, and his client base includes BBC Worldwide, UK magazines and publishers, and international clients like Fujitsu and Isuzu. Simon has contributed regular material to leading creative magazines such as Computer Arts, 3D World, and MacUser, and on occasion he teaches application-specific courses in 3D computer graphics. His books include *Digital 3D Design* (Cassell Illustrated, 0304359904) and *3D Wizardry* (Focal Press, 0240519221).

Users Review

From reader reviews:

Lonnie Bowers:

Spent a free a chance to be fun activity to complete! A lot of people spent their spare time with their family, or their particular friends. Usually they undertaking activity like watching television, planning to beach, or picnic inside the park. They actually doing same thing every week. Do you feel it? Would you like to something different to fill your free time/ holiday? Might be reading a book is usually option to fill your totally free time/ holiday. The first thing that you will ask may be what kinds of publication that you should read. If you want to attempt look for book, may be the reserve untitled Digital 3D Design can be good book to read. May be it can be best activity to you.

Tommie Matthews:

A lot of people always spent their very own free time to vacation or maybe go to the outside with them household or their friend. Are you aware? Many a lot of people spent these people free time just watching TV, or perhaps playing video games all day long. If you want to try to find a new activity this is look different you can read a book. It is really fun for you. If you enjoy the book that you just read you can spent all day every day to reading a e-book. The book Digital 3D Design it is rather good to read. There are a lot of people who recommended this book. These were enjoying reading this book. Should you did not have enough space to create this book you can buy the particular e-book. You can m0ore easily to read this book from the smart phone. The price is not very costly but this book features high quality.

Roberto Garcia:

Playing with family in a park, coming to see the water world or hanging out with pals is thing that usually you have done when you have spare time, then why you don't try point that really opposite from that. One activity that make you not sense tired but still relaxing, trilling like on roller coaster you have been ride on and with addition associated with. Even you love Digital 3D Design, you could enjoy both. It is good combination right, you still desire to miss it? What kind of hangout type is it? Oh come on its mind hangout people. What? Still don't buy it, oh come on its known as reading friends.

Kevin Zavala:

Do you have something that that suits you such as book? The publication lovers usually prefer to decide on book like comic, brief story and the biggest some may be novel. Now, why not seeking Digital 3D Design that give your pleasure preference will be satisfied through reading this book. Reading routine all over the world can be said as the opportunity for people to know world far better then how they react towards the world. It can't be explained constantly that reading behavior only for the geeky individual but for all of you who wants to become success person. So , for all of you who want to start studying as your good habit, it is possible to pick Digital 3D Design become your starter.

**Download and Read Online Digital 3D Design By Simon Danaher
#TMH5F9LO7P0**

Read Digital 3D Design By Simon Danaher for online ebook

Digital 3D Design By Simon Danaher Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Digital 3D Design By Simon Danaher books to read online.

Online Digital 3D Design By Simon Danaher ebook PDF download

Digital 3D Design By Simon Danaher Doc

Digital 3D Design By Simon Danaher Mobipocket

Digital 3D Design By Simon Danaher EPub