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3D Masterclass: The Swordmaster in 3ds Max and ZBrush presents a comprehensive, step-by-step guide to modeling, sculpting, unwrapping, texturing, and rendering a low poly game character. The professional workflow detailed in this book is typical of the games design industry, and anyone looking to produce a portfolio-worthy character will benefit from talented character artist Gavin Goulden's extensive experience.

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3D Masterclass: The Swordmaster in 3ds Max and ZBrush is a book by 3DTotal Publishing, the same publisher that brought us the Digital Art Masters series. Written by game industry veteran Gavin Goulden, the book is an in-depth tutorial at the creation of a richly-detailed low poly game character, The Swordmaster, to which the book owes its namesake.

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3D Masterclass: The Swordmaster in 3ds Max and ZBrush: The Ultimate Guide to Creating a Low Poly Game Character is perfect for 3D artists who are frustrated by books that aren't step-by-step. Mr. Gavin Goulden's book leaves nothing to the imagination: he lays out everything he does from beginning to end.

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