3D Masterclass: The Swordmaster in 3ds Max and ZBrush: The Ultimate Guide to Creating a Low Poly Game Character

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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.

Gavin Goulden is a US-based character artist currently working for Irrational Games on *BioShock Infinite*. A veteran in the games industry, he's been involved with a number of high profile projects over the years, including *Dead Rising 2*, *Dragon Age*, and *F.E.A.R.2*.

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