



3D Game Textures: Create Professional Game Art Using Photoshop (Focal Press) (Paperback) - Common

By (author) Luke Ahearn

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When digital art software was in its infancy, most digital art, especially vector art, was textureless. This title teaches you how to create your own textures. It also teaches how to create shaders (the visual effects - reflections, refractions, opacity - that make textures come to life) and materials.

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