



## 3D Game Textures: Create Professional Game Art Using Photoshop

By Luke Ahearn

Download now

Read Online →

### 3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn

A broadly enhanced new edition of Luke Ahearn's cornerstone game art book "3D Game Textures" is here. When digital art software was in its infancy, most digital art, especially vector art, was textureless. With the advance in software, it is now possible to incorporate texture into most types of digital art. However, if the artists cannot build their own textures, they are limited to using commercial textures. In this enhanced 3rd edition of Luke Ahearn's gem of a book, not only does Luke teach you how to create your own unique textures, he also teaches how to create shaders (the visual effects - reflections, refractions, opacity - that make textures come to life) and materials (collections of shaders that fill well together to map to a particular scene or environment). You can now expand your skill set immeasurably, and create more compelling, varied art work from scratch.

Unlike anything on the market, this book provides an in-depth guide to game textures, shaders and materials- with hundreds of high-quality examples.

The companion website includes: demo versions of relevant software; resource images; all images from the book.

↓ [Download 3D Game Textures: Create Professional Game Art Usi ...pdf](#)

📄 [Read Online 3D Game Textures: Create Professional Game Art U ...pdf](#)

# 3D Game Textures: Create Professional Game Art Using Photoshop

*By Luke Ahearn*

## 3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn

A broadly enhanced new edition of Luke Ahearn's cornerstone game art book "3D Game Textures" is here. When digital art software was in its infancy, most digital art, especially vector art, was textureless. With the advance in software, it is now possible to incorporate texture into most types of digital art. However, if the artists cannot build their own textures, they are limited to using commercial textures. In this enhanced 3rd edition of Luke Ahearn's gem of a book, not only does Luke teach you how to create your own unique textures, he also teaches how to create shaders (the visual effects - reflections, refractions, opacity - that make textures come to life) and materials (collections of shaders that fill well together to map to a particular scene or environment). You can now expand your skill set immeasurably, and create more compelling, varied art work from scratch.

Unlike anything on the market, this book provides an in-depth guide to game textures, shaders and materials- with hundreds of high-quality examples.

The companion website includes: demo versions of relevant software; resource images; all images from the book.

## 3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn Bibliography

- Sales Rank: #1001221 in Books
- Published on: 2011-10-19
- Ingredients: Example Ingredients
- Original language: English
- Number of items: 1
- Dimensions: 9.60" h x 1.00" w x 7.40" l, 2.35 pounds
- Binding: Paperback
- 432 pages

 [Download 3D Game Textures: Create Professional Game Art Usi ...pdf](#)

 [Read Online 3D Game Textures: Create Professional Game Art U ...pdf](#)

## Download and Read Free Online 3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn

---

### Editorial Review

#### Review

*"Game development is blooming. Many books have been written, more information is available online, and colleges are offering courses, or even degrees, in game development. This book is for game developers, architects, simulation developers, web designers, and anyone who needs to create 2D imagery for a 3D computer application. This new edition explores the interaction of shaders and textures for an entire scene or for one object and expand your digital art skill-set. Learn to create a stone surface in Photoshop and to make this stone shine like it is wet or moss-covered, highlight texture that have depth, surface, and dimensions, and much more."--NeoPopRealism Journal*

#### About the Author

Luke Ahearn has over fifteen years of professional game development experience as designer, producer, and art director on seven published game titles including Dead Reckoning and Americas' Army and worked as a background artist at EA. He has authored six books on game development.

### Users Review

#### From reader reviews:

##### Robert Carlson:

The book 3D Game Textures: Create Professional Game Art Using Photoshop can give more knowledge and also the precise product information about everything you want. So why must we leave a good thing like a book 3D Game Textures: Create Professional Game Art Using Photoshop? A number of you have a different opinion about book. But one aim which book can give many data for us. It is absolutely proper. Right now, try to closer using your book. Knowledge or information that you take for that, you are able to give for each other; you can share all of these. Book 3D Game Textures: Create Professional Game Art Using Photoshop has simple shape but the truth is know: it has great and big function for you. You can look the enormous world by open up and read a guide. So it is very wonderful.

##### Greta Rivera:

Now a day folks who Living in the era wherever everything reachable by connect to the internet and the resources inside it can be true or not require people to be aware of each info they get. How individuals to be smart in getting any information nowadays? Of course the answer is reading a book. Reading a book can help folks out of this uncertainty Information specifically this 3D Game Textures: Create Professional Game Art Using Photoshop book since this book offers you rich information and knowledge. Of course the information in this book hundred per-cent guarantees there is no doubt in it everybody knows.

**Jose Enriquez:**

Reading can be called imagination hangout, why? Because while you are reading a book especially book entitled 3D Game Textures: Create Professional Game Art Using Photoshop your brain will drift away through every dimension, wandering in each aspect that maybe unknown for but surely can become your mind friends. Imaging every word written in a reserve then become one type conclusion and explanation which maybe you never get previous to. The 3D Game Textures: Create Professional Game Art Using Photoshop giving you yet another experience more than blown away your head but also giving you useful details for your better life in this particular era. So now let us teach you the relaxing pattern here is your body and mind is going to be pleased when you are finished examining it, like winning a game. Do you want to try this extraordinary shelling out spare time activity?

**Patti Wooden:**

The book untitled 3D Game Textures: Create Professional Game Art Using Photoshop contain a lot of information on the item. The writer explains the woman idea with easy technique. The language is very simple to implement all the people, so do not necessarily worry, you can easy to read the item. The book was authored by famous author. The author brings you in the new time of literary works. It is easy to read this book because you can please read on your smart phone, or model, so you can read the book within anywhere and anytime. In a situation you wish to purchase the e-book, you can available their official web-site as well as order it. Have a nice learn.

**Download and Read Online 3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn #4L8HV1D3P5M**

# **Read 3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn for online ebook**

3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn 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 3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn books to read online.

## **Online 3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn ebook PDF download**

### **3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn Doc**

3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn Mobipocket

3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn EPub

4L8HV1D3P5M: 3D Game Textures: Create Professional Game Art Using Photoshop By Luke Ahearn