# Virtual Vixens: 3D Character Modeling and Scene Placement



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**Virtual Vixens: 3D Character Modeling and Scene Placement**
Features software workshops for 3ds Max, Maya, CINEMA 4D, Lightwave, and Softimage XSI.

Hot, hotter, hottest. See how today's leading modeling artists create 3D characters that sizzle and get the techniques you'll need to create your own virtual vixens.

Steven Stahlberg, Liam Kemp, Marco Patrito, and Sze Jones from Blur Studio are just a few of the 3D artists who share their secrets for making the fantasy females you wish were real. You'll get their personal stories, insights into the profession, and new ways to conceive and construct your own 3D characters.

Then, seven hands-on workshops demonstrate the complete work cycle of modeling 3D characters to bring your own fantasies to life-from making the first sketch and preparing the template to modeling and texturing characters and lighting and rendering. You can use the techniques with any of the major software tools including 3ds Max, Lightwave, Softimage XSI, Maya, or Cinema 4D. Since the workshops don't use any previously made objects, you'll get to start from scratch with your imagination as the only limit.

Participants:
Andrea Bertaccini
Max Edwin Wahyudi
Sze Jones
Liam Kemp
Arndt von Koenigsmarck
K. C. Lee
Daniel Moreno Diaz
Marco Patrito
Steven Stahlberg
Francois de Swardt

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**April Young:**

The publication untitled Virtual Vixens: 3D Character Modeling and Scene Placement is the book that recommended to you to read. You can see the quality of the book content that will be shown to you. The language that creator use to explained their ideas are easily to understand. The article writer was did a lot of analysis when write the book, therefore the information that they share for you is absolutely accurate. You also can get the e-book of Virtual Vixens: 3D Character Modeling and Scene Placement from the publisher to make you far more enjoy free time.

**Brian Griffith:**

The actual book Virtual Vixens: 3D Character Modeling and Scene Placement has a lot of knowledge on it. So when you read this book you can get a lot of gain. The book was written by the very famous author. This articles author makes some research just before write this book. This particular book very easy to read you may get the point easily after reading this book.

**Scott Lowe:**

Why? Because this Virtual Vixens: 3D Character Modeling and Scene Placement is an unordinary book that the inside of the publication waiting for you to snap that but latter it will shock you with the secret this inside. Reading this book next to it was fantastic author who all write the book in such awesome way makes the content inside of easier to understand, entertaining way but still convey the meaning completely. So , it is good for you for not hesitating having this anymore or you going to regret it. This phenomenal book will give you a lot of positive aspects than the other book possess such as help improving your expertise and your critical thinking means. So , still want to hesitate having that book? If I have been you I will go to the publication store hurriedly.

**Suzanne Mitchell:**

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