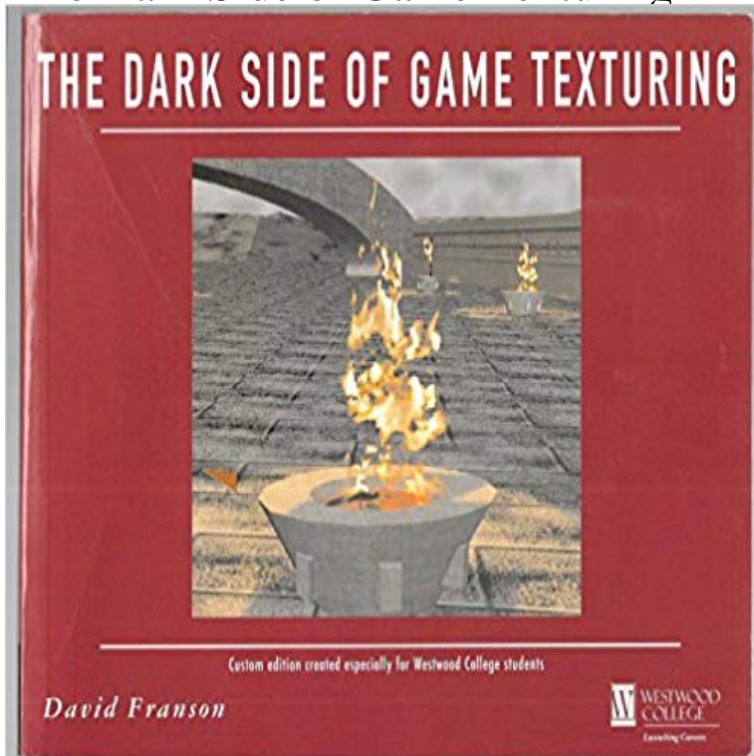


The Dark Side of Game Texturing



A perfect and direct starting point for a beginner game texture artist! The Dark Side of Game Texturing is also an excellent reference for intermediate artists, or for those who want to further their digital art skills. Learn how to create game textures similar to the eerie, sinister, and ominous textures seen in great video games like Quake, Unreal, Half-Life, and Return to Castle Wolfenstein. The Dark Side Of Game Texturing features a plethora of dynamic, full color, step-by-step texturing tutorials that reflect the nature of those games and more including military, fantasy, medieval, and sci-fi. You'll learn how to create decals like bullet holes, blast marks, signs, and more. Sprites such as lightning, fires, and explosions are also covered. Focusing on a topic rarely covered in other 3D graphics books, this is an ultimate hands-on guide to creating totally cool game textures that directly reflect the nature of many recently released video games.

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