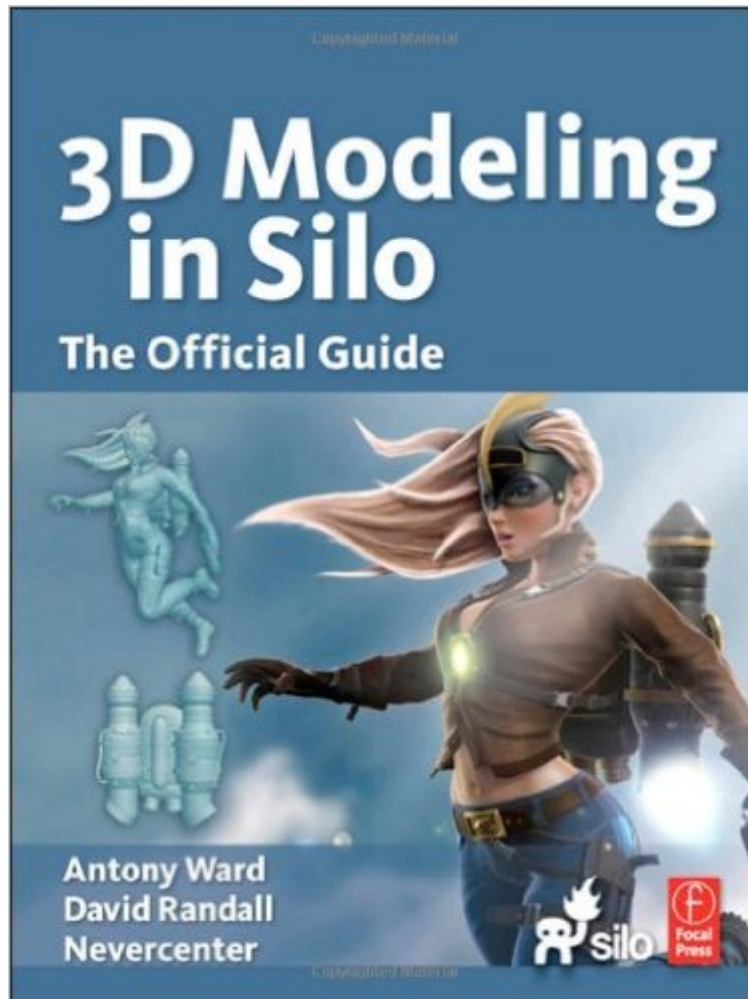


The book was found

# 3D Modeling In Silo: The Official Guide



## Synopsis

Create high-quality models in no time at all with these comprehensive, full-color, techniques and tutorials from Antony Ward and David Randall. These step-by-step tutorials walk readers through the creation of a high-quality female model while teaching you the basics and principles behind 3D modeling in Silo - including modeling the face and clothes, creating textures, and posing the character. The companion website includes all of the tutorial and project files. This book is officially endorsed and co-written by the creators of Silo, Nevercenter. Features include: \* See how to create three main models - A base mesh, a detailed female base mesh and the final cover character, Jade Raven. \* Covers both organic and hard surface modeling techniques. \* Introduces the reader to more advanced Silo tools like Paint Displacement and UV Mapping. \* Full of bonus material and information to make you a more efficient 3D artist. \* The techniques featured can also be applied to other 3D applications, making the skills you will learn easily transferable. \* Get money off Silo with the discount code included.

## Book Information

Paperback: 334 pages

Publisher: Focal Press; 1 edition (October 17, 2010)

Language: English

ISBN-10: 0240814819

ISBN-13: 978-0240814810

Product Dimensions: 7.5 x 0.6 x 9.7 inches

Shipping Weight: 1.8 pounds (View shipping rates and policies)

Average Customer Review: 4.1 out of 5 stars [See all reviews](#) (14 customer reviews)

Best Sellers Rank: #1,434,115 in Books (See Top 100 in Books) #76 in [Books > Computers & Technology > Graphics & Design > Rendering & Ray Tracing](#) #289 in [Books > Computers & Technology > Graphics & Design > 3D Graphics](#) #585 in [Books > Arts & Photography > Other Media > Digital](#)

## Customer Reviews

If you really want to learn the program Silo, this book will have you covered. It is rated for the Novice to Intermediate and that is what the book is for, though a beginner or expert may be able to use the book as the basis for learning Silo's features, the project would be a bit much for the beginner and probably bore an expert level user. The book's layout is excellent and there are plenty of pictures. Most the of the images, and they're referenced often, lack enough contrast to allow you to actually

see what the authors are talking about. However, you can download the models on a chapter by chapter basis if you really need to visually confirm how something was done. There is also a Bonus chapter on UV Mapping that is a must download. I'm not someone who feels they need to model everything from scratch and only model when I simply cannot find what I'm looking for or need something special and got the book to get a better grasp of some of the more advanced features of Silo (Displacement Painting, etc.) So for me, I found the book to be an excellent purchase from . If you own Silo, and your name is not Glen Southern, has the book for you!

Silo is a reasonably-priced, excellent program for 3D modeling, but like other graphics programs, it has its own special features. This is where the manual comes in, and this book, by an expert in the field, gives you the information you need, including tutorials, to get the most from Silo. Go for it!

If you are new to polygon modeling, or have Silo and want to get the most out of it, this is the book. It covers everything, from why you want to use quads, to all the nitty-gritty of the program itself. Silo will do both organic and hard-surface modeling.

If 3D applications fill you with dread, and you wonder how you can make so much as a stick figure, this book will answer that question. First, it takes the dread out of such applications, with easy to follow instructions and exercises. Second, it makes the learning fun. If you have just purchased Silo, like me, or if you are an Old Hand, this book is the essential guide for you. Perfect as a reference also.

I just finished my first pass through the book, looking for some tricks and tips for a project I am working on using Silo. I found myself stopping and reading more than I needed just because of how well written the processes are for creating the character in the book. Silo is a quick program to use and the authors have done an great job of taking advantage of that and using it to get to the process of modeling. I was glad to see they used several options for fleshing things out and not stick to the same process for each phase of the creation. Give the user / reader a better set of tools to work with in the future. As others have said , this is an excellent modeling book, regardless of application being used, it just so happens Silo is also a very intuitive package to work with.

If you want to learn Silo, this is the book for you. Very informative, and easy to follow, with great models included on the CD.

An amazing book that not only teaches you how to use Silo, but is really a huge tutorial and in the end you end up with a fantastic model.

[Download to continue reading...](#)

3D Modeling in Silo: The Official Guide Modeling in Silo Pokemon HeartGold & SoulSilver: The Official Pokemon Johto Guide & Johto Pokedex: Official Strategy Guide (Prima Official Game Guides: Pok mon) Wool Omnibus Edition (Wool 1 - 5) (Silo series) Wool 4 - The Unraveling (Silo series) Wool 5 - The Stranded (Silo series) Wool 2 - Proper Gauge (Silo series) Shift Omnibus Edition (Shift 1-3) (Silo series Book 2) Microsoft Excel 2013 Data Analysis and Business Modeling: Data Analysis and Business Modeling (Introducing) 3D Modeling For Beginners: Learn everything you need to know about 3D Modeling! Introduction to the Numerical Modeling of Groundwater and Geothermal Systems: Fundamentals of Mass, Energy and Solute Transport in Poroelastic Rocks (Multiphysics Modeling) Geochemical Modeling of Groundwater, Vadose and Geothermal Systems (Multiphysics Modeling) Mathematical Modeling of Collective Behavior in Socio-Economic and Life Sciences (Modeling and Simulation in Science, Engineering and Technology) Student Solutions Manual for Differential Equations: Computing and Modeling and Differential Equations and Boundary Value Problems: Computing and Modeling Pok mon X & Pok mon Y: The Official Kalos Region Pok dex & Postgame Adventure Guide: The Official Pok mon Strategy Guide Pokemon Black Version 2 & Pokemon White Version 2 Scenario Guide: The Official Pokemon Strategy Guide (Prima Official Game Guides: Pok mon) The Official Blackbook Price Guide to United States Paper Money 2011, 43rd Edition (Official Blackbook Price Guide to U.S. Paper Money) The Official Blackbook Price Guide to United States Paper Money 2012, 44th Edition (Official Blackbook Price Guide to U.S. Paper Money) Official Price Guide to Oriental Rugs, 2nd edition (The Official Price Guide) Official Price Guide to Postcards: 1st Edition (Official Identification and Price Guide to Postcards)

[Dmca](#)