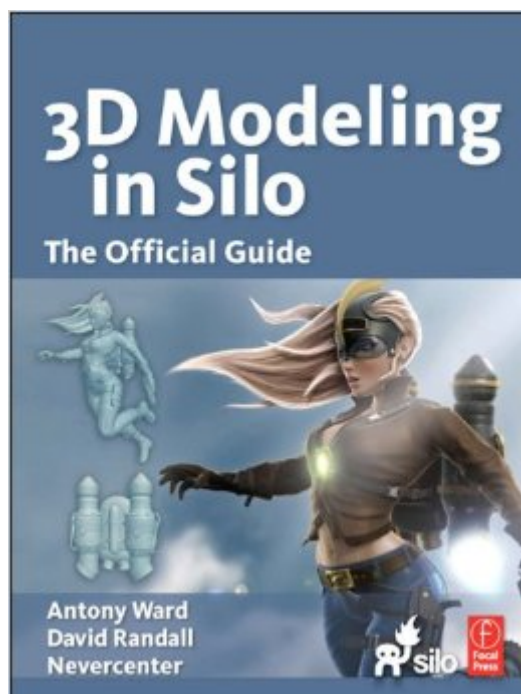


The book was found

Modeling In Silo



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:

Book Information

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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.

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