Acknowledgments

First and foremost, I’d like to thank my family, who put up with me while I wrote this book. Is that a cliché? Yes. Is it a real part of being a writer, spouse, parent, and child? Yes. They’re loving and, importantly, they’re a humorous bunch of people and I’m grateful their lot was cast with mine. In particular, my husband Vladimir helped me out with a few of the illustrations. He is a much better visual artist than I am.

Paul Champion was my technical editor with this book. I’d worked with him before and trusted him to help me get things right where my street-learned skills, so to speak, gave me some misunderstandings and gaps. He proved himself, and then some.

I’m grateful to Chris Simpson, who helped steer me into getting this project started, and to Anais Wheeler, who cheerfully saw it through to the prolonged end. And to all the other great editors and crew who have worked hard to make it look good on paper, whether of trees or electronic.

Thanks to the staff at my children’s school, American Preparatory Academy, who kindly allowed me to take up some of their space while writing, thus saving me an extra commute. Lastly, I’d like to acknowledge my poor dog Mitzi, who didn’t get to go on as many runs as she is used to.
How To Use This Book

This book was written to give beginning 3D artists a map through the art and how to get involved in the 3D industry. You can use this book by reading all the way through it cover to cover with or without doing the tutorials, by picking and choosing chapters based on gaps you want to fill, or as a quick reference to a concept you remembered last week but not this minute. You don’t even need to own software yet for this book to be useful to you. In fact, it may be a help as you decide which application will best fit what kind of 3D art you want to do.

If you are at all familiar with tutorials for 3D or other types of art or activities, you’ll know that they often give very detailed, step-by-step instructions on which exact thing to click or select. This is not possible with *3D Art Essentials* because it’s software agnostic. The best way to go through these tutorials is to have your application’s documentation next to you to help you complete each step. The tutorials are designed to give you some practice with important concepts. If you can finish every tutorial in this book, you’re well on your way to enjoying the art and creating whatever is in your imagination.

As well as learning from this book, use it as a guide for studying each topic more in depth. Go through each chapter and then spend a couple of weeks on the topic which that chapter covers, to learn and practice the concepts more in depth. You’ll probably find some topics more interesting than others. That’s okay. The field is too wide for there not to be specialists.

With just a few weeks of study, you can already be creating interesting models. With a few years of experience, you can animate characters or creatures that are nearly indistinguishable from life.

No matter your age or background, and no matter your goals, the art is in you.

Enjoy.