

3D ART COMPUTER GENERATED

Book Concept: "3D Art: Computer-Generated Worlds"

CAPTIVATING AND INFORMATIVE STORYLINE:

INSTEAD OF A STRICT LINEAR NARRATIVE, THE BOOK WILL ADOPT A PROJECT-BASED APPROACH. EACH CHAPTER WILL FOCUS ON A DIFFERENT 3D ART PROJECT, SHOWCASING A SPECIFIC SKILL OR TECHNIQUE. THESE PROJECTS WILL RANGE IN COMPLEXITY, FROM SIMPLE STILL-LIFE RENDERS TO MORE COMPLEX CHARACTER MODELING AND ANIMATION. THE NARRATIVE THREAD WILL BE THE JOURNEY OF A FICTIONAL ASPIRING 3D ARTIST, ALEX, WHO WE FOLLOW AS THEY TACKLE THESE PROJECTS, FACING AND OVERCOMING CHALLENGES ALONGSIDE THE READER. ALEX'S STRUGGLES – LEARNING NEW SOFTWARE, OVERCOMING CREATIVE BLOCKS, REFINING SKILLS – WILL RESONATE WITH BEGINNERS, WHILE THE ADVANCED PROJECTS AND EXPERT TIPS WILL KEEP EXPERIENCED ARTISTS ENGAGED. EACH PROJECT WILL INCLUDE A STEP-BY-STEP TUTORIAL, ALONG WITH INSIGHTFUL COMMENTARY ON THE ARTISTIC DECISIONS AND PROBLEM-SOLVING INVOLVED. THE BOOK WILL CONCLUDE WITH ALEX'S SUCCESSFUL SUBMISSION OF THEIR PORTFOLIO TO A PRESTIGIOUS ART SCHOOL OR COMPANY, SYMBOLIZING THE READER'S OWN POTENTIAL FOR SUCCESS.

EBOOK DESCRIPTION:

READY TO UNLEASH YOUR INNER DIGITAL MICHELANGELO? TIRED OF STARING AT A BLANK SCREEN, UNSURE HOW TO TRANSFORM YOUR CREATIVE VISION INTO BREATHTAKING 3D ART? DO YOU FEEL OVERWHELMED BY THE SEEMINGLY ENDLESS ARRAY OF SOFTWARE, TECHNIQUES, AND JARGON IN THE WORLD OF COMPUTER-GENERATED IMAGERY?

YOU'RE NOT ALONE. MANY ASPIRING 3D ARTISTS STRUGGLE TO BRIDGE THE GAP BETWEEN INSPIRATION AND EXECUTION. THEY GRAPPLE WITH SOFTWARE COMPLEXITIES, LACK CLEAR GUIDANCE ON FUNDAMENTAL TECHNIQUES, AND FIND IT HARD TO DEVELOP A COHESIVE ARTISTIC STYLE. THIS BOOK PROVIDES THE SOLUTION.

"3D Art: Computer-Generated Worlds" BY [YOUR NAME]

THIS COMPREHENSIVE GUIDE TAKES YOU ON A HANDS-ON JOURNEY THROUGH THE WORLD OF 3D ART CREATION, GUIDING YOU FROM BEGINNER TO CONFIDENT ARTIST.

CONTENTS:

INTRODUCTION: DEMYSTIFYING 3D ART AND SETTING THE STAGE FOR YOUR CREATIVE JOURNEY.
CHAPTER 1: FUNDAMENTALS OF 3D MODELING: MASTERING THE BASICS OF 3D SOFTWARE AND ESSENTIAL TOOLS.
CHAPTER 2: TEXTURING AND MATERIALS: BRINGING REALISM AND STYLE TO YOUR 3D CREATIONS.
CHAPTER 3: LIGHTING AND RENDERING: ILLUMINATING YOUR SCENES AND ACHIEVING STUNNING VISUALS.
CHAPTER 4: CHARACTER MODELING AND ANIMATION: CREATING BELIEVABLE AND EXPRESSIVE CHARACTERS.
CHAPTER 5: ENVIRONMENT DESIGN: BUILDING IMMERSIVE AND BELIEVABLE WORLDS.
CHAPTER 6: ADVANCED TECHNIQUES: EXPLORING MORE SOPHISTICATED METHODS AND WORKFLOWS.
CHAPTER 7: PORTFOLIO BUILDING AND PRESENTATION: SHOWCASING YOUR WORK AND LANDING YOUR DREAM JOB.
CONCLUSION: YOUR NEXT STEPS IN MASTERING 3D ART AND BUILDING A THRIVING CAREER.

ARTICLE: "3D Art: Computer-Generated Worlds – A Comprehensive Guide"

INTRODUCTION: DEMYSTIFYING THE DIGITAL CANVAS

THE WORLD OF 3D COMPUTER GRAPHICS IS NO LONGER THE EXCLUSIVE DOMAIN OF HOLLYWOOD STUDIOS AND GAME DEVELOPERS. ACCESSIBLE SOFTWARE AND POWERFUL HARDWARE HAVE DEMOCRATIZED 3D ART, OPENING UP A UNIVERSE OF CREATIVE POSSIBILITIES FOR ARTISTS OF ALL SKILL LEVELS. THIS GUIDE SERVES AS YOUR COMPASS, NAVIGATING YOU

THROUGH THE FUNDAMENTAL CONCEPTS, PRACTICAL TECHNIQUES, AND CREATIVE WORKFLOWS NEEDED TO CREATE STUNNING 3D ART.

CHAPTER 1: FUNDAMENTALS OF 3D MODELING - BUILDING THE FOUNDATION

UNDERSTANDING 3D SOFTWARE: THIS SECTION INTRODUCES POPULAR 3D MODELING SOFTWARE LIKE BLENDER (OPEN-SOURCE AND FREE), MAYA (INDUSTRY STANDARD), CINEMA 4D (USER-FRIENDLY), AND ZBRUSH (SCULPTING). WE'LL DISCUSS THE USER INTERFACE, BASIC NAVIGATION, AND THE CORE PRINCIPLES OF 3D MODELING. WE'LL COVER THE CONCEPT OF POLYGONS, VERTICES, EDGES, AND FACES, AND HOW THEY WORK TOGETHER TO CONSTRUCT 3D OBJECTS. THE KEY DIFFERENCE BETWEEN POLYGON AND NURBS MODELING WILL ALSO BE HIGHLIGHTED.

PRIMITIVE SHAPES AND BOOLEAN OPERATIONS: WE WILL EXPLORE THE USE OF PRIMITIVE SHAPES (CUBES, SPHERES, CYLINDERS) AS BUILDING BLOCKS AND HOW BOOLEAN OPERATIONS (UNION, SUBTRACTION, INTERSECTION) CAN BE USED TO CREATE COMPLEX FORMS FROM SIMPLE SHAPES. EXAMPLES OF CREATING A COMPLEX CHARACTER FROM SIMPLER SHAPES WILL BE DEMONSTRATED.

EXTRUDE, BEVEL, AND SUBDIVISION SURFACES: THESE TOOLS WILL BE EXPLAINED IN DETAIL WITH ILLUSTRATIONS AND CASE STUDIES. WE'LL SEE HOW THESE OPERATIONS MODIFY EXISTING GEOMETRY, CREATING INTERESTING SHAPES AND ADDING DETAIL.

MODELING WORKFLOW: WE'LL ESTABLISH A SYSTEMATIC APPROACH TO MODELING, FROM INITIAL CONCEPT SKETCHES TO THE FINAL REFINED MODEL. THIS INCLUDES DISCUSSING REFERENCE IMAGES, ITERATIVE MODELING TECHNIQUES AND EFFECTIVE USE OF TOOLS.

CHAPTER 2: TEXTURING AND MATERIALS - ADDING REALISM AND STYLE

INTRODUCTION TO TEXTURES: WE'LL DELVE INTO DIFFERENT TYPES OF TEXTURES (DIFFUSE, NORMAL, SPECULAR, ROUGHNESS) AND THEIR IMPACT ON THE VISUAL APPEARANCE OF A 3D MODEL. THIS SECTION INCLUDES AN UNDERSTANDING OF IMAGE FORMATS LIKE JPG, PNG, AND TIFF.

CREATING TEXTURES: WE'LL COVER BOTH PROCEDURAL TEXTURE GENERATION (USING SOFTWARE ALGORITHMS) AND IMAGE-BASED TEXTURING (USING PHOTOGRAPHS OR HAND-PAINTED TEXTURES). TECHNIQUES LIKE TILING, SEAMLESS TEXTURES AND UV MAPPING WILL BE EXPLAINED.

MATERIAL PROPERTIES: WE'LL EXPLORE HOW MATERIALS ARE DEFINED IN 3D SOFTWARE, INCLUDING PROPERTIES LIKE REFLECTIVITY, ROUGHNESS, AND TRANSPARENCY. WE'LL LEARN HOW TO CREATE REALISTIC MATERIALS LIKE WOOD, METAL, GLASS, AND FABRIC. EXAMPLE MATERIALS FROM COMMON SOFTWARE PACKAGES WILL BE ILLUSTRATED.

SHADER NETWORKS: AN INTRODUCTION TO SHADER NODES, THE BUILDING BLOCKS OF MATERIAL CREATION.

CHAPTER 3: LIGHTING AND RENDERING - ILLUMINATING YOUR SCENES

LIGHT TYPES AND PROPERTIES: WE WILL COVER DIFFERENT TYPES OF LIGHTS (POINT, DIRECTIONAL, SPOT, AREA) AND THEIR CHARACTERISTICS, INCLUDING INTENSITY, COLOR, AND SHADOWS. THE IMPORTANCE OF LIGHT DIRECTION AND AMBIENT LIGHTING WILL BE DISCUSSED.

GLOBAL ILLUMINATION: THIS SECTION EXPLAINS THE ROLE OF GLOBAL ILLUMINATION IN CREATING REALISTIC LIGHTING EFFECTS SUCH AS INDIRECT LIGHTING AND AMBIENT OCCLUSION.

RENDER SETTINGS AND OPTIMIZATIONS: WE'LL EXPLORE VARIOUS RENDER SETTINGS (RESOLUTION, SAMPLING, ANTI-ALIASING) AND HOW TO OPTIMIZE THEM FOR EFFICIENT RENDERING. THE DIFFERENCE BETWEEN RAY TRACING AND RASTERIZATION WILL BE CLARIFIED.

RENDERING SOFTWARE: BRIEF OVERVIEWS OF POPULAR RENDERERS LIKE CYCLES (BLENDER), ARNOLD, V-RAY, AND OCTANE RENDER.

CHAPTER 4: CHARACTER MODELING AND ANIMATION - BRINGING CHARACTERS TO LIFE

CHARACTER MODELING TECHNIQUES: SPECIFIC TECHNIQUES FOR MODELING CHARACTERS, INCLUDING CREATING A CHARACTER

BASE MESH AND ADDING DETAILS LIKE CLOTHING AND ACCESSORIES. RETOPOLOGY TECHNIQUES FOR EFFICIENT ANIMATION WILL ALSO BE DESCRIBED.

RIGGING AND SKINNING: WE'LL DISCUSS THE PROCESS OF RIGGING (CREATING A SKELETAL STRUCTURE) AND SKINNING (ATTACHING THE SKIN TO THE SKELETON) TO ALLOW FOR REALISTIC ANIMATION.

ANIMATION PRINCIPLES: THIS SECTION COVERS THE 12 PRINCIPLES OF ANIMATION AND HOW THEY CAN BE APPLIED TO CREATE BELIEVABLE AND ENGAGING CHARACTER ANIMATION.

FACIAL ANIMATION AND EXPRESSIONS: TECHNIQUES FOR ANIMATING FACIAL EXPRESSIONS, FROM SUBTLE MOVEMENTS TO EXAGGERATED EXPRESSIONS.

CHAPTER 5: ENVIRONMENT DESIGN - BUILDING IMMERSIVE WORLDS

CREATING REALISTIC ENVIRONMENTS: TECHNIQUES FOR CREATING REALISTIC ENVIRONMENTS, INCLUDING MODELING BUILDINGS, LANDSCAPES, AND VEGETATION. THE USE OF REFERENCE IMAGES AND PHOTOGRAMMETRY WILL BE DISCUSSED.

WORLD-BUILDING TECHNIQUES: THIS SECTION EXPLORES HOW TO DESIGN COHESIVE AND BELIEVABLE ENVIRONMENTS THAT ENHANCE THE STORYTELLING ASPECT OF YOUR WORK.

PROCEDURAL GENERATION: INTRODUCTION TO PROCEDURAL GENERATION TECHNIQUES FOR CREATING LARGE-SCALE ENVIRONMENTS AND VARIATIONS.

ASSET MANAGEMENT: TECHNIQUES FOR ORGANIZING AND MANAGING YOUR 3D ASSETS TO IMPROVE YOUR WORKFLOW.

CHAPTER 6: ADVANCED TECHNIQUES - EXPANDING YOUR SKILLSET

SUBSURFACE SCATTERING: CREATING REALISTIC SKIN AND OTHER TRANSLUCENT MATERIALS.

HAIR AND FUR SIMULATION: TECHNIQUES FOR SIMULATING REALISTIC HAIR AND FUR.

FLUID SIMULATION: SIMULATING WATER, SMOKE, AND OTHER FLUIDS.

PARTICLE SYSTEMS: CREATING DYNAMIC EFFECTS LIKE EXPLOSIONS, RAIN, AND SNOW.

CHAPTER 7: PORTFOLIO BUILDING AND PRESENTATION - SHOWCASING YOUR WORK

CREATING A STRONG PORTFOLIO: TIPS FOR SELECTING YOUR BEST WORK, PRESENTING IT IN A PROFESSIONAL MANNER, AND SHOWCASING YOUR SKILLS EFFECTIVELY.

ONLINE PORTFOLIO PLATFORMS: OVERVIEW OF VARIOUS ONLINE PORTFOLIO PLATFORMS (ARTSTATION, BEHANCE, ETC.).

NETWORKING AND JOB SEARCHING: STRATEGIES FOR NETWORKING WITH OTHER PROFESSIONALS AND FINDING JOB OPPORTUNITIES IN THE 3D ART INDUSTRY.

CONCLUSION: YOUR CREATIVE JOURNEY CONTINUES

THIS BOOK IS NOT MERELY AN INSTRUCTION MANUAL; IT'S A STEPPING STONE ON YOUR JOURNEY AS A 3D ARTIST. EMBRACE THE PROCESS OF LEARNING, EXPERIMENT WITH DIFFERENT TECHNIQUES, AND DON'T BE AFRAID TO PUSH YOUR CREATIVE BOUNDARIES. THE WORLD OF 3D ART IS VAST AND EVER-EVOLVING, AND YOUR IMAGINATION IS THE ONLY LIMIT.

FAQs:

1. WHAT SOFTWARE DO I NEED TO GET STARTED? BLENDER IS A FREE, POWERFUL OPTION, BUT OTHER SOFTWARE SUCH AS

MAYA, CINEMA 4D, OR 3DS MAX ARE ALSO POPULAR.

1. HOW LONG WILL IT TAKE TO LEARN 3D ART? IT DEPENDS ON YOUR DEDICATION AND LEARNING STYLE, BUT CONSISTENT PRACTICE IS KEY.
1. DO I NEED A POWERFUL COMPUTER? A REASONABLY POWERFUL COMPUTER IS RECOMMENDED, ESPECIALLY FOR RENDERING COMPLEX SCENES.
1. WHAT ARE THE CAREER OPPORTUNITIES IN 3D ART? GAME DEVELOPMENT, ANIMATION, FILM, ARCHITECTURE, AND PRODUCT DESIGN ARE JUST A FEW.
1. WHERE CAN I FIND MORE TUTORIALS AND RESOURCES? YOUTUBE, UDEMY, SKILLSHARE, AND ONLINE FORUMS ARE EXCELLENT RESOURCES.
1. HOW CAN I IMPROVE MY ARTISTIC SKILLS? CONSISTENT PRACTICE, STUDYING OTHER ARTISTS' WORK, AND SEEKING FEEDBACK ARE ESSENTIAL.
1. WHAT'S THE BEST WAY TO BUILD MY PORTFOLIO? FOCUS ON SHOWCASING YOUR BEST WORK, HIGHLIGHTING YOUR SKILLS, AND PRESENTING IT PROFESSIONALLY.
1. IS IT EXPENSIVE TO BECOME A 3D ARTIST? FREE SOFTWARE LIKE BLENDER EXISTS, BUT PROFESSIONAL SOFTWARE CAN BE COSTLY.
1. WHAT KIND OF TABLET IS NEEDED FOR 3D MODELING? A DRAWING TABLET IS BENEFICIAL BUT NOT STRICTLY NECESSARY FOR BEGINNERS.

RELATED ARTICLES:

1. MASTERING BLENDER: A BEGINNER'S GUIDE: A STEP-BY-STEP TUTORIAL FOR LEARNING THE BASICS OF BLENDER.
1. TEXTURING TECHNIQUES FOR REALISTIC 3D MODELS: A DEEP DIVE INTO CREATING REALISTIC AND STYLIZED TEXTURES.

1. THE FUNDAMENTALS OF 3D LIGHTING AND RENDERING: A COMPREHENSIVE GUIDE TO CREATING REALISTIC LIGHTING IN YOUR SCENES.
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1. ENVIRONMENT DESIGN IN 3D: BUILDING IMMERSIVE WORLDS: A GUIDE TO CREATING DETAILED AND COMPELLING ENVIRONMENTS.
1. ADVANCED 3D TECHNIQUES FOR PROFESSIONAL ARTISTS: EXPLORING ADVANCED TECHNIQUES LIKE SUBSURFACE SCATTERING AND FLUID SIMULATIONS.
1. BUILDING A WINNING 3D ART PORTFOLIO: STRATEGIES FOR CREATING A PORTFOLIO THAT STANDS OUT.
1. THE BEST 3D MODELING SOFTWARE FOR BEGINNERS: A COMPARISON OF VARIOUS 3D MODELING SOFTWARE OPTIONS.
1. CAREER PATHS IN THE 3D ART INDUSTRY: AN OVERVIEW OF CAREER OPPORTUNITIES IN THE FIELD OF 3D ART.

ADDITIONAL RESOURCES

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POPULAR 3D MODELS - SKETCHFAB

EXPLORE THIS WEEK'S MOST POPULAR 3D MODELS.

FIGURO: EASY 3D MODELING ONLINE

FIGURO IS A FREE ONLINE 3D MODELING WEBSITE FOR STUDENTS, 3D HOBBYISTS, ARTISTS, GAME DEVELOPERS AND MORE. USE

FIGURO TO CREATE 3D MODELS QUICKLY AND EASILY.

FREE 3D MODELING SOFTWARE | 3D DESIGN ONLINE - SKETCHUP

SKETCHUP FREE IS THE SIMPLEST FREE 3D MODELING SOFTWARE ON THE WEB — NO STRINGS ATTACHED. BRING YOUR 3D DESIGN ONLINE, AND HAVE YOUR SKETCHUP PROJECTS WITH YOU WHEREVER YOU GO.

3D DESIGN SOFTWARE | 3D CAD DESIGN | AUTODESK

3D DESIGN SOFTWARE MAKES IT POSSIBLE FOR DESIGNERS TO CREATE AND REFINE 3D CAD DESIGNS EASILY. FIND OUT MORE ABOUT AUTODESK'S 3D DESIGN SOFTWARE OPTIONS.

SPLINE - 3D DESIGN TOOL IN THE BROWSER WITH REAL-TIME COLLABORATION

SPLINE IS A FREE 3D DESIGN SOFTWARE WITH REAL-TIME COLLABORATION TO CREATE WEB INTERACTIVE EXPERIENCES IN THE BROWSER. EASY 3D MODELING, ANIMATION, TEXTURES, AND MORE.

13 BEST FREE 3D MODELING SOFTWARE (FOR BEGINNERS) 2024

JAN 7, 2024 · IN THIS GUIDE COMPARE THE MOST POPULAR FREE 3D MODELING PROGRAMS I'VE TESTED ACROSS ALL THE IMPORTANT CRITERIA - DEVICE COMPATIBILITY, FEATURES, EASE OF USE - AS WELL AS ANY ...

SUMO - SUMO3D - ONLINE 3D EDITING TOOL

ONLINE 3D EDITOR TO BUILD AND PRINT 3D MODELS. INTEGRATES WITH SUMO LIBRARY TO ADD MODELS, IMAGES, SOUNDS AND TEXTURES FROM OTHER APPS.

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FREE 3D MODELING SOFTWARE | 3D DESIGN ONLINE - SKETCHUP

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3D DESIGN SOFTWARE | 3D CAD DESIGN | AUTODESK

3D DESIGN SOFTWARE MAKES IT POSSIBLE FOR DESIGNERS TO CREATE AND REFINE 3D CAD DESIGNS EASILY. FIND OUT MORE ABOUT AUTODESK'S 3D DESIGN SOFTWARE OPTIONS.

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