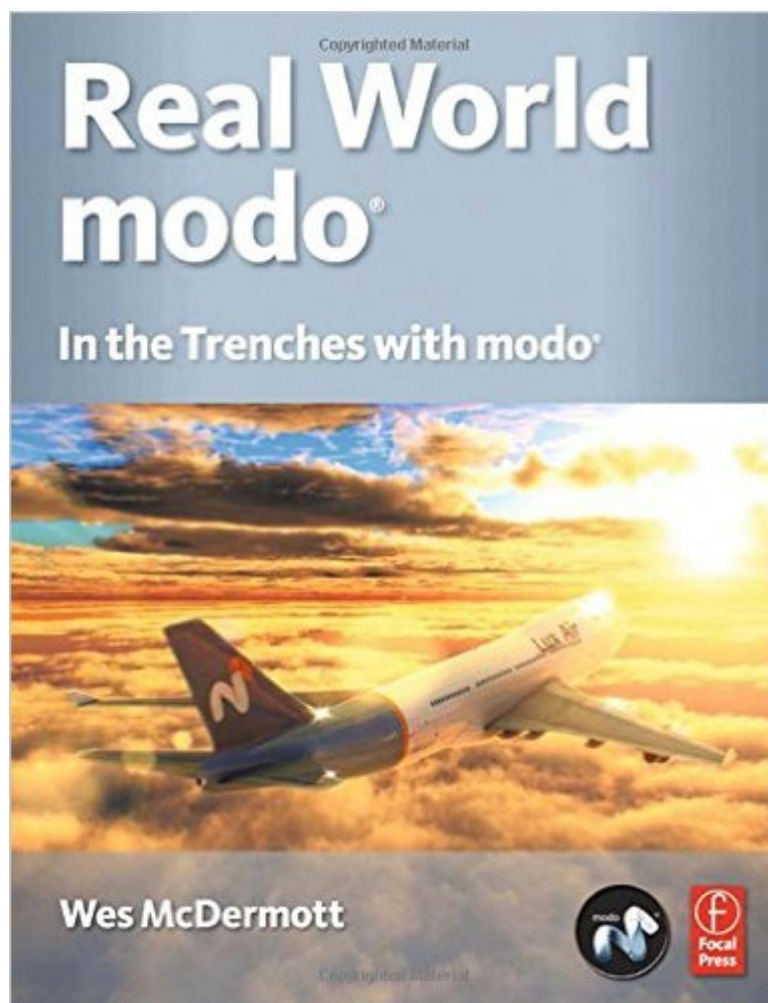


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# Real World Modo: The Authorized Guide: In The Trenches With Modo



## Synopsis

Explore one of the most exciting 3D tools on the market, modo, with Real-World modo - the Luxology approved, concept and principle- driven guide. Learn to apply the revolutionary, artist-friendly modo toolset with its powerful 3D rendering engine to your project workflows. In a clear, motivating, and entertaining style, Luxology insider, Wes McDermott, provides captivating 3D imagery, real world observations, and valuable tips and tricks all in one place - an invaluable resource for any digital artist. Explore 3D techniques and principles with chapters on modelling, UV mapping, texturing, animation, lighting and rendering. Learn to leverage the technical elements of the modo rendering engine including Antialiasing, Shading Rate and Irradiance Caching from an artist's perspective. Integrate modo with other 3D applications such as Maya and Mudbox and learn to properly setup a linear rendering workflow within modo. For practical, hands-on techniques, you can visit [www.wesmcdermott.com](http://www.wesmcdermott.com) for video walk-throughs that further enhance the coverage in the book.

## Book Information

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## Customer Reviews

modo is a pretty cool modeling and rendering app that appeared out of nowhere a few years ago and has grown in richness, maturity and power. This book is a very useful guide to helping the reader think through things the modo way based on the author's experience using modo on a daily basis for his job with UPS. It is well written and well illustrated. A companion web site contains sample files and videos. The quality of these is not equal to the book, with the files not unzipping into chapter-identified folders, some showing missing files when opened, and the videos feeling

rushed and not as coherent as the book itself. These bonus materials nonetheless add great value to the book, as one can experiment with the insights that the author shares. It helps to have some experience doing 3D modeling and rendering before jumping into this book. The author provides guidance and insight - even art direction - to using techniques that most 3D artists are already aware of. Beginners might be lost, or require other books. But, anyone with some basic experience will find the book quite useful for picking up some of the subtleties of using modo in a production setting. (I found the Luxology documentation quite poor, so 3rd party books like this one are advised.) It is not unusual to find excellently crafted sentences that are just not in the right order for learning. As one example, in the section on bump maps, it is near the end of the second paragraph that McDermott finally defines a bump map ("white areas translate to areas that will ....produce a raised surface..."), when that should have been the second sentence of the first paragraph for a beginning reader to "get it" without reading the paragraphs twice.

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