

References:

### **Books**

**3D Game Textures, Luke Ahearn,. 2009. 2<sup>nd</sup> ed. Elsevier**

This book was one of the most useful books I got from library; I used this book to understand the different types of texture maps and the way of applying them to the model.

**3D Modelling and texture mapping, Tom Capizzi,. 2002. Premier Press**

I read this book to get more information about texture maps.

**Digital texturing and painting, Owen Demers,. 2001. New Riders**

I used this book to learn how to paint for texturing and apply them to model

**The art of Robots, Joyce and Wedge,. 2005. Chronicle Books**

I used this book to study on the process of environment design from concept art to choosing textures.

**Masterpieces of Furniture, Verna Cook Salomonsky,. 1953. Third ed. Dover Publication**

**Miller's Antiques Checklist, Richard Davidson,. 1991. Mitchell Beazley Publishers.**

**Measured Drawings of Old English Oak Furniture, John Weymouth Hurrell,. 1983. UK. Constable and Company**

I used these books to have a clear mind about Victorian and antique style for designing my concept art and model sheets.

### **Web sites:**

**Cafu Engin, 2009. Available from <http://www.cafu.de/wiki/textures:filetypes>**

**Jon Radoff, 2008., United Sates, Available from:  
<http://radoff.com/blog/2008/08/22/anatomy-of-an-mmorpg/>**

I used these web pages to learn about different texture maps

**Julio Juárez, 3D Total, Available from :  
[http://www.3dtotal.com/team/Tutorials/leafproject/leaf\\_6.php](http://www.3dtotal.com/team/Tutorials/leafproject/leaf_6.php)**

This is a tutorial about making a leaf with applying texture maps, I used it as a tutorial to see how texture maps working

**Marcel Vijfwinkel, CG Textures, Available from: <http://www.cgtextures.com/>**

I collect some of the free textures from this web site as a reference for my concept art.

**Software:**

I used Photoshop for painting my textures and also designing my concept art

I used Softimage XSI to apply the textures on the model and test Bump map and normal map