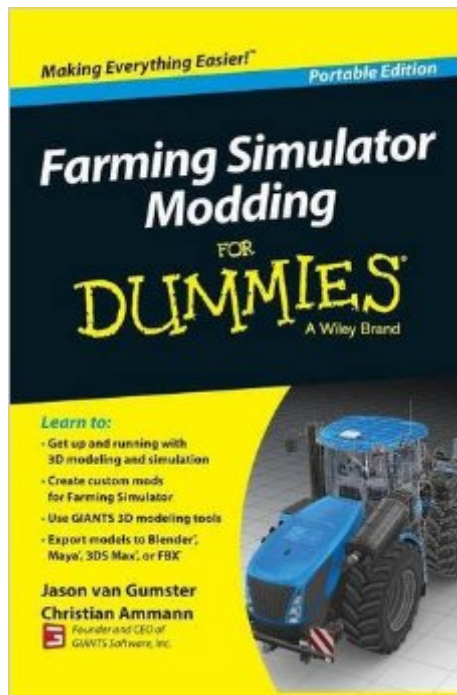


The book was found

Farming Simulator Modding For Dummies



Synopsis

Learn the basics of 3D modeling for the popular Farming Simulator game Do you want to get started with creating your own vehicles, maps, landscapes, and tools that you can use in the game and share with the Farming Simulator community? Then this is the resource for you! With the help of Jason van Gumster, you'll get up and running on everything you need to master 3D modeling and simulation—and have fun while doing it! Inside, you'll find out how to create and edit maps, start using the material panel, customize your mods by adding texture, use the correct file-naming conventions, test your mod in single and multiplayer modes, get a grip on using Vehicle XML, and so much more. There's no denying that Farming Simulator players love modding—and now there's a trusted, friendly resource to help you take your modding skills to the next level and get even more out of your game. Written in plain English and packed with tons of step-by-step explanations, Farming Simulator Modding For Dummies is a great way to learn the ropes of 3D modeling with the tools available to you in the game. In no time, you'll be wowing your fellow gamers—and yourself—with custom, kick-butt mods. So what are you waiting for? Includes an easy-to-follow introduction to using the GIANTS 3D modeling tools Explains how to export models to Blender, Maya, 3DS Max, or FBX Provides tips for using the correct image format for textures Details how to use Photoshop and Audacity to create custom mods for Farming Simulator Whether you're one of the legions of rabid fans of the popular Farming Simulator game or just someone who wants to learn the basics of 3D modeling and animation, you'll find everything you need in this handy guide.

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Customer Reviews

A word of note - while the book is great - buying it in digital form is unnecessary. If you install the Giants editor from the SDK folder under where the game Farming Simulator is installed, it already comes with this book in PDF format. Don't waste your 13.00 on the Kindle edition. Buy it in physical book form if you must, but you can also print out and bind the PDF in a 3 ring binder and you'll have the same material.

It's a good book, has a lot of information but it is not for the complete beginner. This book assumes you kinda already know what you are doing and just assists you in solving small issues you may encounter along the way. Decent book, but I really wish he had wrote one for the beginner modder to actually help you get started from the ground up.

This is full of great tips and hints even after many mods I've worked on this still helped with so much. And always great to have a reference guide close at hand when a question comes up

Got a modding question for Farming Simulator? The answers are in here. This book has been a great help to me.

I love this book. Just got an e-copy.

Ok book but hard to follow sometimes

A lot of good tips and pointers. Was not quite as concise as I had expected. Would highly recommend it to a beginner to modeling.

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