

# GAMING EXPLOITED

Thank you for purchasing my eBook on HackForums.

Hopefully you will enjoy the eBook and be making some serious money daily.

I can guarantee that you don't need to invest in any equipment after the eBook purchase, this is completely legal and whitehat.

This method does require some knowledge of design, but with the write mentality you can be making \$\$\$ autopilot every day!

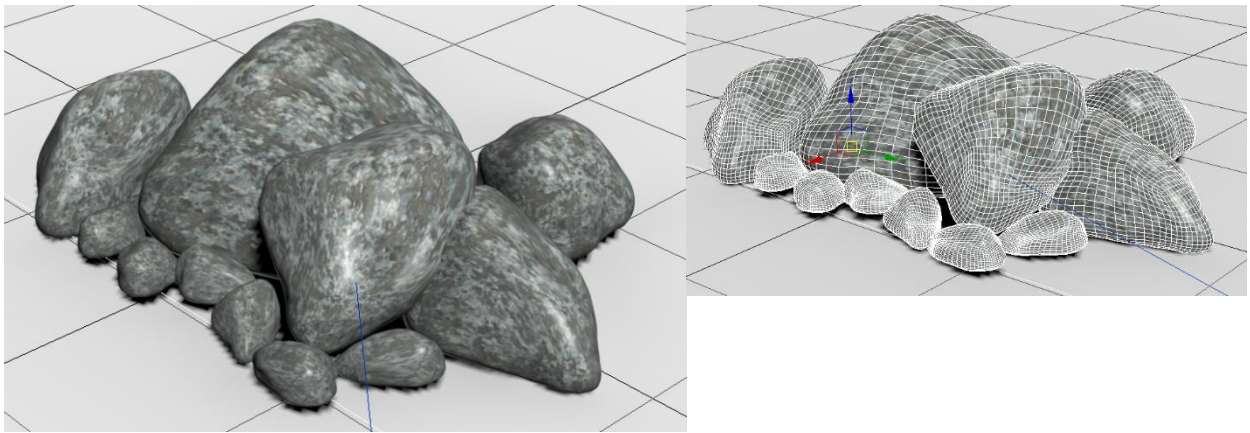
As a Computer Gaming technology student, I spent my days modelling for my own games, then I thought it would be great for others to take advantage of this.

Again, thank you for the purchase of "Gaming Exploited" and we hope you enjoy!

# THE METHOD

My method is extremely unique and in non-saturated. I have never seen it elsewhere and don't believe it will be anywhere else.

We are going to be taking advantage of the Gaming Industries high demand for 'Models'.



A Model is a designed object usually through '3DS Max' or 'Maya' that game developers can use within their games.

The reason we can make so much money from this is most game developers such as "[EndNight \(The Forest\)](#)" don't have a Unity modeller on their team, so where will they get them from? The answer is us!

As a beginner you will be following tutorials via the internet to achieve the basic knowledge needed to make extremely high quality models.

The first step to beginning this method is downloading the FREE software "3DS Max" from here: [www.autodesk.com/education/free-software/3ds-max](http://www.autodesk.com/education/free-software/3ds-max)

I also suggest that you download “Adobe Photoshop CS6” from somewhere, I won’t be linking any websites but I’m sure most of you know where to get it from. (This isn’t 100% required, but is recommended)

The next thing you must do is understand the basics of the software you’re using, listed below are some very helpful beginners guides that you can follow.

[http://www.3dtotal.com/index\\_tutorial\\_detailed.php?id=1686#.VNoXvfmsV8F](http://www.3dtotal.com/index_tutorial_detailed.php?id=1686#.VNoXvfmsV8F)

[http://www.digitaltutors.com/training/3ds\\_max/all-tutorials](http://www.digitaltutors.com/training/3ds_max/all-tutorials)

<https://www.youtube.com/watch?v=KwRkkGzA98k&list=Plf2iZkO4cfPaB4wCGK0hMqy1NN9FQU0gK>

Once you’ve watched through as many of the tutorials as you feel you need to, you can move onto the Official 3DS Max Tutorials by Autodesk found here:

<https://www.youtube.com/user/3dsmaxhowtos>

You have now learnt how this method works, but I’m sure you’re still wondering, how do we make money from this?

# HOW TO MAKE MONEY

Once you have all of the software downloaded, you have watched through some tutorials, it's now time to setup you accounts on websites that game developers can buy your models from.

Here are a list of sites that you can use:

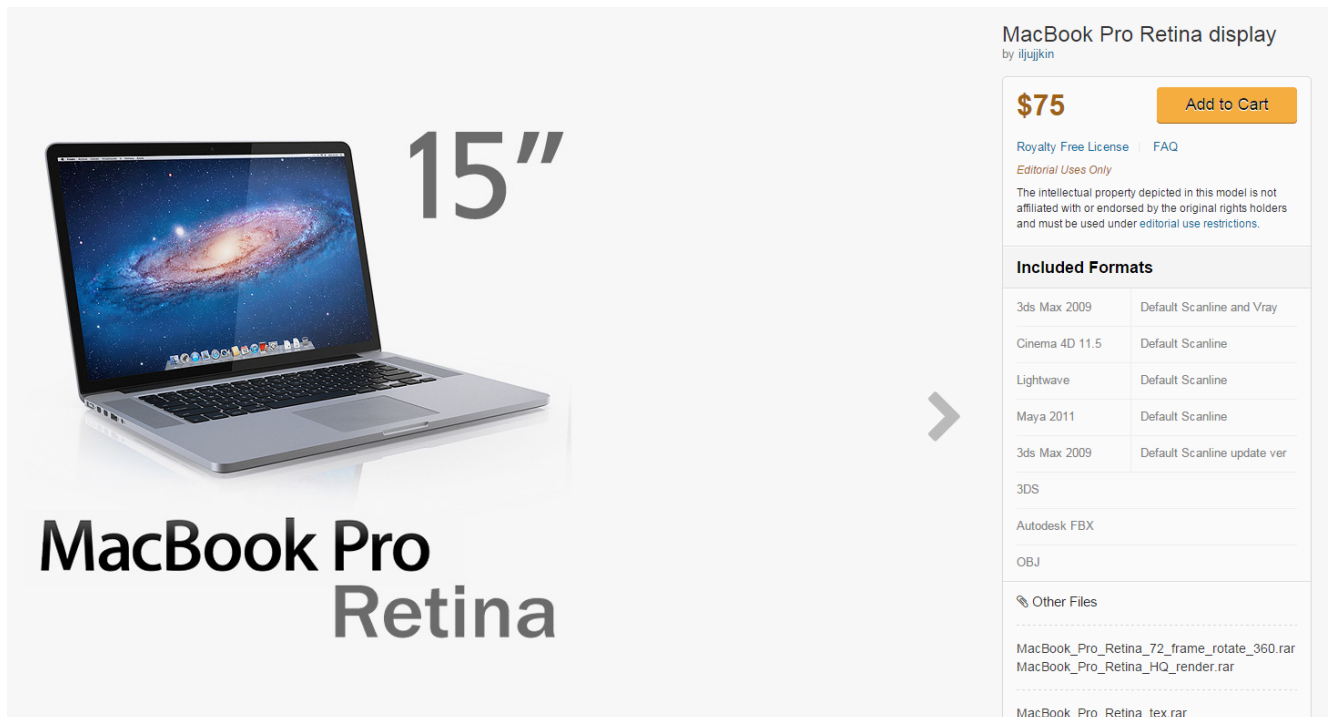
[www.turbosquid.com](http://www.turbosquid.com)  
[www.the3dstudio.com](http://www.the3dstudio.com)  
[www.shapeways.com](http://www.shapeways.com)  
[www.daz3d.com](http://www.daz3d.com)  
[www.renderosity.com](http://www.renderosity.com)  
[www.3docean.net](http://www.3docean.net)  
[www.3dexport.com](http://www.3dexport.com)  
[www.creativecrash.com](http://www.creativecrash.com)  
[www.fallingpixel.com](http://www.fallingpixel.com)  
[www.sculpteo.com](http://www.sculpteo.com)

Now you're probably thinking, how infact can I make serious money?

The answer is simple, Game Developers usually have very high budgets otherwise they wouldn't actually get anywhere. Companies like "EndNight" earn their money from releasing their games onto Steam Early Access and they customers demand more and more content, they will then be under pressure to develop the content, but if they don't have a modeller then they will be stuck.

If you have a look on a few of the websites linked you will see the kind of prices that modellers are selling their models for, some are going for up to \$1000 for decent ones and I can vouch that some of these have sold multiple times.

Here we can see a MacBook Pro being sold for \$75, this is a very easy model to make and the price is very good.



Obviously as a beginner you won't be making MacBook's or anything more extreme unless you REALLY want to challenge yourself.

My advice is to start with something as simple as a human ragdoll or some rocks as I showed on Page 2.

You can easily make some simple rocks within 30 minutes, upload to every selling website I linked at put them at \$10-\$20.

You are bound to sell at least 10 per week, at such a simple model you can't expect high income or high sales, but this is where dedication and time comes into play.

You will need to push yourself to make such things as Airplanes, Cars, Humans, Boats and you will then be able to sell them for \$250+ and easily guarantee solid sales.

Personally I would also take a look on Steam at new and upcoming games on the GreenLight and Early Access.

Contact the developers showing them some of your work and inform them that you can make models exclusively for them, I know this works as I actually design models for “EndNight” in my spare time.

The more time you spend designing models, the more money you will be making.

Thank you for purchasing my eBook and I hope you earn high figures!