

3ds Max Maxscript Essentials Autodesk 3ds Max 9 Maxscript Essentials

Kelly L. Murdock's Autodesk 3ds Max 2016 Complete Reference Guide is a popular book among users new to 3ds Max and is used extensively in schools around the globe. The success of this book is found in its simple easy-to-understand explanations coupled with its even easier to follow tutorials. The tutorials are laser focused on a specific topic without any extra material, making it simple to grasp difficult concepts. The book also covers all aspects of the software, making it a valuable reference for users of all levels. The Complete Reference Guide is the ultimate book on 3ds Max, and like Autodesk's 3D animation software, it just gets better and better with each release. Whether you're new to 3ds Max or an experienced user, you'll find everything you need in this complete resource. The book kicks off with a getting started section, so beginners can jump in and begin working with 3ds Max right away. Experienced 3ds Max users, will appreciate advanced coverage of features like crowd simulation, particle systems, radiosity, MAXScript and more. Over 150 tutorials – complete with before and after files – help users at all levels build real world skills.

Video game and feature-film artists have used 3ds Max to create Halo 2, King Kong, Myst V, and more. Now you can harness this popular animation software with the clear, step-by-step instructions in this easy-to-follow guide. This book breaks down the complexities of 3D modeling, texturing, animating, and visual effects. Clear-cut explanations, tutorials, and hands-on projects help build your skills and a special color insert includes real-world examples from talented 3ds Max beginners. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Written by renowned author and 3D artist Kelly L. Murdock, Autodesk Maya 2022 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya. Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya. The text is complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2022 Basics Guide makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering and more. Additionally, more advanced features such as character rigging, skinning, animating with dynamics and MEL scripting are also introduced. Each chapter begins by examining the concept behind each task, the goal and the necessary features that are involved. Then you go in-depth with the objective of your task as you study examples and learn the steps necessary to complete it. Working your way through the comprehensive, step-by-step lessons, you'll develop the confidence you need to create incredible renderings and animations using Autodesk Maya. Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience. If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started. Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text. What you'll learn • How to create models using primitives, curves, NURBS, Polygons and more • How to assign materials and textures to make realistic-looking models • How to use Paint Effects to paint on and quickly create complex 3D Models • How to use lights, cameras, and depth of field to render captivating scenes • How to use keyframes, motion paths and the Graph Editor to create animations • How to use character rigging, skinning, and inverse kinematics to animate realistic movements • How to use various deformers to manipulate objects, animations and special effects • How to add influence objects, skin weights and hair to a character for a more realistic look • How to use dynamics to create fire, smoke, lightning, explosions, cloth and ocean effects • How to enable raytracing, motion blur, and fog effects for increased realism • How to render stills and animations using Maya Vector and Mental Ray for different looks • How to use the Command Line and MEL Scripting to work faster About Autodesk Maya Maya is a program, created by Autodesk, used to model, animate, and render 3D scenes. 3D scenes created with Maya have appeared in movies, television, advertisements, games, product visualizations, and on the Web. With Maya, you can create and animate your own 3D scenes and render them as still images or as animation sequences.

Why take months to learn every button in 3ds Max when you can create great visuals with just a few key tools? Utilize the tool of choice, 3ds Max 2015, for generating realistic environments, seamless CG effects, and jaw dropping games in a matter of hours. You can use the memory-hogging methods that choke your display and take forever to render, or you can get it done quickly and efficiently. Michael McCarthy offers a goldmine of artistic inspiration, timesaving tips & tricks, and step-by-step walkthroughs—you'll wonder how you every got by without it! This new edition has been completely revamped for 3ds Max 2015. Start animating today with detailed tutorials, source files, bitmaps, and video demonstrations—all featured on the companion website.

CAD Fundamentals for Architecture

MAXScript Essentials

3ds Max 9 Bible

Autodesk 3ds Max 2013 Bible

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*3ds Max MAXScript Essentials*Taylor & Francis

The 3ds Max 2018 – Getting Started with Standard Materials and Lights textbook offers a hands-on exercises based strategy for all those digital artists who have just started working on the 3ds Max [no experience needed] and interested in learning texturing and lighting in 3ds Max. This brilliant guide takes you step-by-step through the whole process of texturing, UV Mapping, and Lighting. From the very first pages, the users of the book will learn how to effectively use 3ds Max for shading and lighting surfaces. The strength of this book is that it teaches all of the important concepts in an easy to understand language. As the readers move from hands-on exercise to hands-on exercise, they will be building their own portfolio of high quality artwork. One unit of the book presents a foundation of techniques to help you build custom textures, maps, and designs using Photoshop. Videos are provided for the hands-on exercises of this unit. What are the main features of the book? – The book is written using 3ds Max 2018 and Photoshop CC 2017 in an easy to understand language. – Shading, texturing, lighting, and UV mapping techniques covered. – 49 Hands-on exercises to hone your skills. – Detailed coverage of tools and features. – Additional tips, guidance, and advice is provided. – Important terms are in bold face so that you never miss them. – Support for technical aspect of the book. – 3ds Max files and PSDs/textures used are available for download from the accompanying website. – You will also get access to a ePub file that has the color images of the screenshots/diagrams used in this book. These images will help you to understand the HOEs and output. The ePub file is included with the resources. TOC This book is divided into following units: Unit MT1 – Creating Textures in Photoshop Unit MT2 – Material Editors Unit MT3 – Standard Materials and Maps Unit MT4 – Physical and Autodesk Materials Unit ML1 – Standard Lights Unit ML2 – Photometric Lights Unit ML3 – Sunlight and Daylight Systems Unit MBT – Bonus hands-on Exercises more info: bit.ly/rpolygon

Polymodeling is a modeling technique used in 3d modeling. Unlike box modeling, or other forms of modeling where you start out with a basic form or primitive object that determines the mass of an object, artists can use the polygon (the basic building block of all of the primitives available in 3ds Max). This approach allows for more control over the flow, placement and detail of the meshes that are built. Placement of vertices/points, edges and all other sub-elements that build our models is determined by the user, rather than pre-determined by a computer generated primitive. This book is a collection of tips, tricks and techniques on how to create professional models for advertising on T.V and the web. The author has tons of industry experience using Max toward this end, and he shares the secrets of his trade. As Production Modeler for some of today's hottest studios (including GuerillaFx, Coke Zero, MTV, Old Navy, Nike, Target, HP) Todd Daniele brings real-world experience to the book. Daniele teaches the technical aspects of polymodeling, while showing how to ultimately create content in a dynamic, efficient manner. Associated web site offers instructional files that show the models in progressive stages of development; plus a supporting internet forum: readers can log-on to this forum to ask questions or comment on anything covered in the book.

Kelly L. Murdock's Autodesk 3ds Max 2020 Complete Reference Guide

Parametric Design for Architecture

Autodesk 3ds Max 9

3ds Max Animation with Biped

Autodesk Official Press

Create interactive Papervision 3D applications with stunning effects and powerful animations.

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Step by step illustrated tutorials are supported by a focused commentary. The examples are designed to proceed from starting to model through model finishing to putting models to work within projects and presentation. The book shows both - the entire flow of asset creation and granular methodology. This book will appeal to anyone interested in 3D modeling who wants to improve their speed modeling ability, particularly artists whose work is relevant to industries where hard surface modeling or model prototyping is required, such as games, films, or visualization.

The essential fundamentals of 3D animation for aspiring 3D artists 3D is everywhere--video games, movie and television special effects, mobile devices, etc. Many aspiring artists and animators have grown up with 3D and computers, and naturally gravitate to this field as their area of interest. Bringing a blend of studio and classroom experience to offer you thorough coverage of the 3D animation industry, this must-have book shows you what it takes to create compelling and realistic 3D imagery. Serves as the first step to understanding the language of 3D and computer graphics (CG) Covers 3D animation basics: pre-production, modeling, animation, rendering, and post-production Dissects core 3D concepts including design, film, video, and games Examines what artistic and technical skills are needed to succeed in the industry Offers helpful real-world scenarios and informative interviews with key educators and studio and industry professionals Whether you're considering a career in as a 3D artist or simply wish to expand your understanding of general CG principles, this book will give you a great overview and knowledge of core 3D Animation concepts and the industry.

Introducing 3ds Max 9

Fundamentals of Computer Programming with C#

Autodesk 3ds Max 2021 Fundamentals

Autodesk Maya 2020 Basics Guide

Kelly L. Murdock's Autodesk 3ds Max 2017 Complete Reference Guide

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Computer-aided design (CAD) is the dominant design and drawing tool used in architecture, and all students need to acquire basic skills in using it. This book explains the key CAD skills required to create plans, 3D models and perspectives. Detailed text and hundreds of screengrabs and visuals are used to demonstrate the various techniques and processes. 2D skills are shown using AutoCAD, SketchUp and Vectorworks, while 3D modelling and presentation techniques also include 3ds Max, Maya, Form-Z and Photoshop. The reader will learn how to simplify the software interface and tools in order to focus on the most common and useful tasks. This is an invaluable guide for all students of architecture.

Architects use CAD to help them visualize their ideas. Parametric design is a fast-growing development of CAD that lets architects and designers specify the key parameters of their model and make changes interactively. Whenever changes are made the rest of the model updates automatically. Through a detailed description of various parametric, generative and algorithmic techniques, this book provides a practical guide to generating geometric and topological solutions for various situations, including explicit step-by-step tutorials. While the techniques and algorithms can be generalized to suit to any parametric environment, the book illustrates its concepts using the scripting languages of one of the most powerful 3D visualization and animation design software systems (Autodesk 3ds Max MAXScript), one of the most popular open-source Java-based scripting environments (Processing), and a brand new language specifically tailored for parametric and generative design (Autodesk DesignScript). This clear, accessible book will have a wide appeal to students and practitioners who would like to experiment with parametric techniques.

Write your own MAXScript functions and utilities to create custom tools and UI elements, and automate repetitive tasks. Demonstrated techniques include the creation of objects, arrays, collections, control structures, parametric objects, and the construction of UI elements. The companion CD-ROM contains media files that allow you to practice the techniques with real-world examples demonstrating how you can use them in a production environment.

Autodesk 3ds Max 8 MAXScript Essentials

Get Spectacular Results Fast

Autodesk 3ds Max 2014 Bible

Autodesk 3ds Max 2020 Fundamentals

Autodesk 3ds Max 2014 Essentials

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3ds Max is the leading 3D modeling, animation, and rendering solution for artists, schools, and production environments. The unique tutorial approach of this book permits readers to learn essential techniques that every 3D artist needs to create CG environments by recreating the earth's elements of earth, air, fire and water. No extra plug-ins are required to perform the real world and then simlates it with 3ds Max -a unique approach that reflects classical art training. "Deconstructing the Elements" allows artists to re-create natural effects using Autodesk® 3ds Max®. This new edition boasts all new tutorials. All editorial content is updated to be current with the current version of 3ds Max. Inspirational images cover every part of the professional insight, detailing the how and why of each effect, ensuring the reader a complete understanding of all the processes involved. The companion web site includes all of the tutorials from the previous two editions, only available to purchasers of this 3rd edition - plus all new tutorials of the current edition. It's like getting 3 books in one!

The most comprehensive e-book reference on Autodesk 3ds Max2013! Autodesk 3ds Max is used to create 80 percent of commerciallyavailable games and is also a key tool for visual effects artistsand graphic designers in film and television. This convenient-book covers the 2013 version in expanded detail, including 12chapter-length quick-start projects and 39 additional print version. Along with complete referencesdetailing all Primitives, Modifiers, Materials, Maps, andControllers, it covers advanced topics such as Patches, NURBS,Radiosity, Network Rendering, and MAXScript. It's the perfectresource for both novices and pros. 3ds Max is the tool of choice for game developers as well asvisual effects artists and graphic designers in

comprehensive e-book includes complete coverage of 3ds Max2013, and is well suited for beginners and experts alike, as well as for educational markets teaching beginning to advanced courses using 3ds Max. Features a complete reference for all Primitives, Modifiers, Materials, Maps, and Controllers Covers Patches, NURBS, Radiosity, Network Rendering, MAXScript, Includes 12 chapter-length quick-start projects as well as 39 chapters not found in the print version, all packed with time-saving tips and expert advice Third-party models and bonus tutorials are available on CD and can be obtained by readers by emailing a request to 3dsmax13cd@wiley.com Autodesk 3ds Max 2013 Bible, Expanded Edition by veteran computer graphics

comprehensive e-book guide for every 3ds Max user.
Papervision3d Essentials
3ds Max 8 Essentials
3ds Max in 24 Hours, Sams Teach Yourself
Essential CG Lighting Techniques with 3ds Max
Autodesk Media and Entertainment Courseware

Autodesk 3ds Max is the application of choice for professional animators working in game design and film effects because of its amazing set of character animation tools. But while the results these professionals achieve can be stunningly complex, animating characters with 3ds Max doesn't have to be hard. Its powerful Biped module, with pre-linked and realistically constrained skeletons and its suite of motion tools, dramatically speeds up the animation process. The easy-to-follow instructions in this book will have you animating your own characters in just a few hours.

A guide to the latest version of 3ds max explains how to use the software to create a variety of animation, film effects, and games.

Welcome to the Autodesk Media and Entertainment Official Training Courseware for 3ds Max 8 software! Consider this book an all-access pass to the production and training experience of Autodesk developers and training experts. Written for self-paced learning or instructor-led classroom training, the manual will teach you the fundamentals of using 3ds Max 8. The book is organized into sections dedicated to animation, modelling, materials, lighting and rendering. Each section covers basic theory, and then includes exercises for hands-on demonstration of the concept. By the end of the book, you will have mastered the basics and moved onto full-length projects. Flexibility is built in, so that you can complete the tutorials in the way that works best for you. Complete the book and you will be a seasoned 3ds Max pro, ready to work confidently in a production environment.

Write your own MAXScript functions and utilities to automate repetitive tasks and create custom tools and UI elements. Beginning with an introduction to essential programming concepts, you learn the MAXScript basics that include cloning objects, MAX commands, toolbar access, picking scene nodes, picking points, and using the mousetrack command and painter interface. Real-world tutorial examples are provided throughout the book to demonstrate how to use the MAXScript techniques in your own production environment.

Autodesk Maya 2022 Basics Guide

3ds Max 2018 - Getting Started with Standard Materials and Lights

Bring Your Character to Life Using Autodesk 3ds Max

The Bulgarian C# Book

3D Animation Essentials

Full Color! In just 24 sessions of one hour or less, Sams Teach Yourself 3ds Max in 24 Hours will help you master Autodesk 3ds Max 2014 and use it to create outstanding 3D content for games, video, film, and motion graphics. Using this book's straightforward, step-by-step approach, you'll master powerful 3ds Max tools for modeling, animation, rendering, compositing, and more. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common 3ds Max tasks. "Try It Yourself" guided mini tutorials offer quick hands-on experience with 3ds Max's key tools. Quizzes and exercises test your knowledge. Notes, tips, and cautions offer extra information and alert you to possible problems. Learn how to... Quickly get comfortable with the 3ds Max 2014 interface Create, move, and modify 3D objects Edit and tweak the elements of any object Start modeling hard-surface and organic objects Work with materials and textures Explore and create animation Illuminate scenes with lighting Use cameras to control a scene's point of view Render 3D creations for production Rig and skin objects, making them easier to animate Learn the 12 essential principles of character animation Create devastating dynamic simulations Add visual effects, cloth, hair, and fur Automate repetitive tasks with MAXScript Create a professional-quality showcase The accompanying DVD/website contain how-to videos for dozens of key 3ds Max 2014 tasks, extensive sample art and models, and additional bonus content.

This text helps you write your own MAXScript functions and utilities to create custom tools and UI elements, and automate repetitive tasks. The companion CD-ROM contains media files that allow you to practice the techniques with real-world examples.

Write your own MAXScript functions and utilities to create custom tools and UI elements, and automate repetitive tasks. Demonstrated techniques include the creation of objects, arrays, collections, control structures, parametric objects, and the construction of UI elements. The companion CD-ROM contains media files that allow you to practice the techniques with real-world examples demonstrating how you can use them in a production environment.

The definitive introduction to MAXScript includes media files that allow you to practice with real-world examples

3ds max Magic will follow the same project-based pedagogy that has made previous Magic titles a success. The primary goals are to present changes in functionality, best practices, and inspirational effects. Each project will be 10-15 pages in length and provide instruction as well as suggestions for enhancing or modifying the project/effect. Each page will be designed in a 3-column format with step-by-step instructions on the left and corresponding graphics (or code) in the middle. The third column will be used to provide additional tips and tricks. Any effect, technique, or tip can easily be customized to fit the reader's own design needs.

Kelly L. Murdock's Autodesk 3ds Max 2021 Complete Reference Guide

Deconstructing the Elements with 3ds Max

3ds Max Speed Modeling for 3D Artists

3D for Beginners

Character Rigging and Advanced Animation

The only comprehensive tutorial/reference exclusively devoted to Autodesk's robust architectural visualization software 3ds Max Design is a powerful real-time 3D design, modeling, and animation tool for architectural visualizations. This book covers all the software's crucial features, including how to simulate and analyze sun, sky, and artificial light-crucial factors for sustainable design-and how to define and assign realistic materials and work with AutoCAD and Revit files. You'll quickly learn how to get the most from this powerful software's 3D modeling, animation, and rendering capabilities. McFarland is an Autodesk Authorized Author with professional experience in creating complex visualizations for a large property development company. His real-world focus means workflows and instructions are professional and proven, and projects will include those that pros work on every day. Uses actual examples from the author's experience, including retail spaces, small offices, residential developments, and more Concise explanations, focused examples, step-by-step instructions, and hands-on tutorials teach the basics and fine points of the software Covers all the essential features, such as how to simulate and analyze sun, sky, and artificial light Demonstrates efficient use of the interface: how to work with Revit and AutoCAD files; using data, scene management, and solid modeling tools; rendering real-world surfaces; and setting up animated walkthroughs Mastering 3ds Max Design 2010 provides a practical education in using this powerful architectural visualization tool.

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditions, statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C#/.NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language the meantime. It is a great start for anyone who wants to become a skillful software engineer. The book does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to pursue a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-ShareAlike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

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Gain a thorough understanding of animation and character rigging using Autodesk 3ds Max to create realistic character animations. This book is split into three modules that are subsequently divided into chapters. The first module is the foundation module: in this module you'll cover, among other topics, the 12 cardinal principles of animation with reference to classic real-world examples and famous movies/animation shots. Using these, the further chapters explore using key frames and graph editors to obtain fluid motion in your animations. Practical examples are used to better explain which feature suits a particular scenario. The second module, called the backbone module, introduces you to deformation tools and their use for character animation. Further chapters cover driven animations, constraints posed by bones, bipeds, and the CAT tools available in 3ds Max 2019. The final module, the lifeline module, encourages you to bring your character to life by applying principles learnt in the previous modules. Here you will be guided on how to retarget animations from one character to other characters or rigs. On completing Character Rigging and Advance Animation, you will be able to create character rigs for bipeds and quadrupeds with ease, animating them with life-like motion. What You Will Learn Understand the 12 principles of animation Set up an animation-ready character rig from scratch Master the deformation tools available for animation Who This Book Is For Readers who are familiar with 3ds Max at a basic level and are looking at getting into character rigging and animation.

Kelly L. Murdock's Autodesk 3ds Max 2016 Complete Reference Guide

Mastering Autodesk 3ds Max Design 2010

Thinking Outside of the Box

How to Cheat in 3ds Max 2015

Kelly L. Murdock's Autodesk 3ds Max 2018 Complete Reference Guide

A complete reference covering the newest version of 3ds Max software Autodesk 3ds Max is the popular 3D modeling, animation, rendering, and compositing software preferred by game developers and graphic designers in film and television. This comprehensive reference not only introduces beginners to this pricey and complex software, but also serves as a reference for experienced users. Packed with expert advice from popular author Kelly Murdock, it begins with a Quick Start tutorial to get you up and running, then continues with more than 150 step-by-step tutorials, advanced coverage, and plenty of tips and timesavers. 3ds Max is professional modeling and animation software used in the film, television, and game development industries; this complete guide gets beginners started and teaches experienced users how to take advantage of the program's newest capabilities Covers all the basics as well as advanced topics including crowd simulation, particle systems, rigid body dynamics, state sets, compositing, radiosity, network rendering, and MAXScript Features more than 150 step-by-step tutorials and complete references detailing all primitives, modifiers, materials, maps, and controllers Companion website includes examples from the book, unique models and textures that you can customize, before-and-after examples from the tutorials, and bonus Quick Starts from previous editions Autodesk 3ds Max 2014 Bible is the one book you need to succeed with this all-new version of 3ds Max.

Great guide to the fundamentals of Autodesk 3ds Max 2014 This Autodesk Official Press guide is just what you need to learn the basics of Autodesk 3ds Max 2014 quickly and easily. Through a series of cool projects like designing an alarm clock, animating a thrown knife, or lighting a scene, you'll learn the essentials of modeling, rigging, animating, and rendering using the popular Autodesk 3ds Max 3D animation and effects software. It's a practical, hands-on approach allowing you to constantly reinforcing skills as you learn them. Downloadable before-and-after project files let you to compare your work to that of 3ds Max professionals. Even if you already have experience with 3ds Max, this book is a great reference for renewing your skills. And, it will help all users review and prepare for the Autodesk 3ds Max 2014 certification exams. Helps beginners and those migrating from other 3D animation and effects programs get up and running on Autodesk 3ds Max 2014 Features a realistic, task-based approach, so readers learn via a series of hands-on projects using downloadable files, all backed with ample instruction, explanation, and illustration Covers modeling, rigging, animating, rendering, skinning, architectural visualization, and more

Written by Autodesk Authorized Authors and is an Autodesk Official Press book Get firsthand experience with 3ds Max, as well as a good start on preparing for the Autodesk 3ds Max 2014 Certified Professional exam, with Autodesk 3ds Max 2014 Essentials.

3ds Max 8 MAXScript Essentials

Create Interactive Papervision3D Applications with Stunning Effects and Powerful Animals

Create natural fire, earth, air and water without plug-ins

Poly-Modeling with 3ds Max

3ds Max 4 Magic