Autodesk 3d Max Modeling S

Dariush Derakhshani,Randi L. Derakhshani

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Autodesk 3ds Max 2022: Fundamentals (Mixed Units) ASCENT - Center for Technical Knowledge,2021-06-23 The Autodesk R 3ds Max R 2022 Fundamentals guide provides a thorough introduction to the Autodesk R 3ds Max R 2022 software that will help new users make the most of this sophisticated application as well as broaden the horizons of existing self taught users The guide instructs you on how to effectively use the software interface and navigate through the scenes It explores the creation of 3D objects and how to bring in objects from other software such as Autodesk Revit AutoCAD and Civil 3D Additionally it teaches you to prepare the scenes for renderings by adding materials lights and cameras Finally the guide covers an understanding of various renderers included with the software as well as image creation and animation techniques The practices in this guide are primarily geared towards real world tasks encountered by users of the Autodesk 3ds Max software in the Architecture Interior Design and Civil Engineering industries Advanced topics such as character modeling character animation and rigging are not covered in this guide Topics Covered Autodesk 3ds Max interface and workflow Assembling files by importing linking or merging 3D modeling with primitives and 2D objects Using modifiers to create and modify 3D objects Materials and maps Autodesk 3ds Max lighting Working with cameras and exposure control Rendering using various renderers such as Scanline ART and Arnold Animation for visualization Prerequisites Access to the 2022 0 version of the software to ensure compatibility with this guide Future software updates that are released by Autodesk may include changes that are not reflected in this guide The practices and files included with this guide might not be compatible with prior versions e g 2021 Experience with 3D modeling is recommended **3D Modeling Using Autodesk 3ds Max With Rendering View** Samanta, Debabrata,2022-06-24 In just the last few years the visualization industry has arguably become the fastest growing 3D industry and may soon overtake all others in total number of users Just as the use of computer aided design became the norm for nearly all architectural engineering and construction firms in the 1990s 3D visualizations have become standard practice today Autodesk 3ds Max is a powerful and versatile 3D software package that requires a thorough understanding in order to use it effectively 3D Modeling Using Autodesk 3ds Max With Rendering View considers the challenges of learning 3ds Max focuses on the critical aspects of the program needed to produce stunning architectural visualizations and discusses some of the fastest and most efficient ways to accomplish tasks Covering a range of topics such as camera rendering and standard light effects this reference work is ideal for researchers academicians scholars practitioners industry professionals instructors and students **Introducing Autodesk 3ds Max 2011** Dariush Derakhshani,Randi L. Derakhshani,2010-09-23 An Autodesk Official Training Guide to 3ds Max 2011 3ds Max is a popular 3D animation and effects software used in movies visual effects games cartoons short films commercials and other animation However it also presents a number of challenges to newcomers This introduction to the latest version breaks down the complexities of learning 3D software and walks you through the basics of modeling texturing animating and using visual

effects Real world examples from talented beginning 3ds max users motivate you to learn the software and helpful tutorials offer realistic professional challenges for you to unravel In addition each chapter is richly illustrated with workflows to make learning 3ds max 2011 much easier and fn Introduces you to the basics of modeling texturing animating and incorporating visual effects using the latest version of 3ds Max software Features excellent tutorials helpful examples detailed workflows and a companion Web site to enhance your learning experience Explains a variety of methods for solving real world challenges and breaks down why certain methods are used Makes the transition of coming from other 3D software applications as smooth as possible Introducing 3ds Max 2011 takes a typically difficult subject and breaks into easily digestible pieces so you can confidently begin working with this 3D animation software today   3ds Max 6 Fundamentals Ted Boardman,2004 For the new user or seasoned pro authorized trainer Boardman explains the latest version of the most popular 3d program Following the exercises and tutorials in the book readers will discover the new features of 3ds max X that make it even more powerful and easier to use Coverage includes freeform lighting animating in world space adding realistic dynamics with reactor and video post production   **Autodesk 3ds Max 2014 Essentials** Randi L. Derakhshani,Dariush Derakhshani,2013-05-08 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   Autodesk 3ds Max 2020 Pradeep Mamgain,2020-08-06 The Autodesk 3ds Max 2020 Modeling Essentials 2nd Edition textbook walks you through every step of creating 3D models with 3ds Max 2020 This guide is perfect for both novices and those moving from other software to 3ds Max This book will help you to get started with modeling in 3ds Max you will learn important concepts and techniques about 3D modeling which you can utilize to create hard surfaced objects for your projects Using a structured and pragmatic approach this guide begins with the basics of modeling then builds on this knowledge using practical examples to enhance

your modeling skills Each unit builds on the knowledge gained in the previous unit showing you all the essentials of modeling with 3ds Max 2020 As you go from hands on exercise to hands on exercise you ll develop a strong arsenal of skills that combined will form a complete end to end process to create high quality models using 3ds Max 2020 This book shares tips tricks notes and cautions throughout which will help you become a better 3ds Max artist and you will be able to speed up your workflow This book is aimed to be a solid teaching resource for learning 3ds Max It avoids any jargon and explains concepts and techniques in an easy to understand manner The first page of every unit summarizes the topics that will be covered in the unit Hands on exercises in this book instruct users how things can be done in 3ds Max step by step Key Features Covers 3ds Max s updated user interface navigation tools functions and commands Explains the polygon subdivision and spline modeling techniques Covers all modifiers Detailed coverage of tools and features Features 34 hands on exercises complete with before and after files Features 8 practice activities to test the knowledge gained Additional guidance is provided in the form of tips notes and cautions Important terms are in bold face so that you never miss them The content under What just happened heading explains the working of the instructions The content under What next heading tells you about the procedure you will follow after completing a step s Includes an ePub file that contains the color images of the screenshots illustrations used in the textbook These color images will help you in the learning process This ePub file is included with the resources Tech support from the author Access to each exercise s initial and final states along with the resources used in hands on exercises Quiz to assess the knowledge Bonus hands on exercises For more information visit Padexi Academy s website **Mastering Autodesk 3ds Max 2013** Jeffrey Harper,2012-08-30 Get professional training in 3ds Max from this Autodesk Official Training Guide Extremely popular with video game designers as well as architects 3ds Max offers integrated 3D modeling animation rendering and compositing tools designed to streamline production If you already have a working knowledge of 3ds Max basics this official guide will take your skills to the next level Detailed tutorials cover all the latest features of 3ds Max From modeling texturing animation and architectural visualization to high level techniques for film television games and more this book provides professional level instruction on 3ds Max Those who are proficient in 3ds Max basics can take their 3D animation skills to the next level with this Autodesk Official Training Guide Offers industry level training with diverse tutorials that showcase techniques used in actual animations for games film TV and architectural visualization Covers modeling texturing animation visual effects and high level techniques as well as all the latest features of 3ds Max Also recommended as a preparation guide to Autodesk s 3ds Max Associate and Professional exams Mastering Autodesk 3ds Max will help intermediate to advanced 3ds Max users develop and sharpen their skills in this popular animation and effects software **Kelly L. Murdock's Autodesk 3ds Max 2020 Complete Reference Guide** Kelly Murdock,2019-08 Kelly L Murdock s Autodesk 3ds Max 2020 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 What is Autodesk 3ds Max Autodesk 3ds Max is a popular 3D modeling animation rendering and compositing software widely used by game developers and graphic designers in the film and television industry What you ll learn Discover all the new features and changes in 3ds Max 2020 Learn how to reference select clone group link and transform objects Explore 3D modeling and how to apply materials and textures Set impressive scenes with backgrounds cameras and lighting Master smart techniques for rendering compositing and animating Create characters add special effects and finish with dynamic animations such as hair and cloth Get comfortable with key tools such as Track View Quicksilver mental ray Space Warps MassFX and more Who this book is for This comprehensive reference guide not only serves as a reference for experienced users but it also easily introduces beginners to this complex software Packed with expert advice from popular author Kelly Murdock it begins with a getting started section to get you up and running then continues with more than 150 step by step tutorials in depth coverage of advanced features and plenty of tips and timesavers along the way Section Videos Each section of the book has a corresponding video In each video author Kelly Murdock gives a brief overview of the contents of that section in the book and covers some of the basics from the chapters within that section **Autodesk 3ds Max 2018 for Beginners: A Tutorial Approach, 18th Edition** Prof. Sham Tickoo,2017-08-01 Welcome to the world of Autodesk 3ds Max a 3D modeling animation and rendering software package developed by Autodesk Inc It is widely used by architects game developers design visualization specialists and visual effects artists A wide range of modeling and texturing tools make it an ideal platform for 3D modelers and animators The intuitive user interface and workflow tools of Autodesk 3ds Max have made the job of design visualization specialists easier Autodesk 3ds Max 2018 for Beginners A Tutorial Approach is a tutorial based book that introduces the readers to the basic features of 3ds Max 2018 created on real world model through tutorials The book caters to the needs of both the novice and the advanced users of the software This book will help you unleash your creativity and help you create simple and complete 3D models and animations The book will help the learners transform their imagination into reality with ease Salient Features Consists of 17 chapters and 5 real world based projects that are organized in a pedagogical sequence covering various aspects of modeling texturing lighting and animation The author has followed the tutorial approach to explain various

concepts of modeling texturing lighting and animation The first page of every chapter summarizes the topics that are covered in it Step by step instructions that guide the users through the learning process Additional information is provided throughout the book in the form of notes and tips Self Evaluation test Review Questions are given at the end of each chapter so that the users can assess their knowledge Student project has been given at the end of this book to test and enhance the skills of students Table of Contents Chapter 1 Introduction to Autodesk 3ds Max 2018 Chapter 2 Primitive Objects I Chapter 3 Primitive Objects II Chapter 4 Working with Splines I Chapter 5 Working with Splines II Chapter 6 Lofting Twisting and Deforming Objects Chapter 7 Material Editor Creating Materials Chapter 8 Material Editor Texture Maps I Chapter 9 Material Editor Texture Maps II Chapter 10 Material Editor Controlling Texture Maps Chapter 11 Material Editor Miscellaneous Materials Chapter 12 Interior Lighting I Chapter 13 Interior Lighting II Chapter 14 Animation Basics Chapter 15 Complex Animation Chapter 16 Rendering Chapter 17 Creating Walkthrough Project 1 Creating a Windmill Project 2 Creating a Diner Project 3 Architectural Project Project 4 Corporate Design Project Project 5 Creating a Computer Center Index   **Autodesk 3ds Max 2021: Modeling Essentials, 3rd Edition** Pradeep Mamgain,2020-06-20 The Autodesk 3ds Max 2021 Modeling Essentials 3rd Edition textbook walks you through every step of creating 3D models with 3ds Max 2021 This guide is perfect for both novices and those moving from other software to 3ds Max This book will help you to get started with modeling in 3ds Max you will learn important concepts and techniques about 3D modeling which you can utilize to create hard surfaced objects for your projects You will also learn about managing external design data in 3ds Max 2021 Using a structured and pragmatic approach this guide begins with the basics of modeling then builds on this knowledge using practical examples to enhance your modeling skills Each unit builds on the knowledge gained in the previous unit showing you all the essentials of modeling with 3ds Max 2021 As you go from hands on exercise to hands on exercise you ll develop a strong arsenal of skills that combined will form a complete end to end process to create high quality models using 3ds Max 2021 This book shares tips tricks notes and cautions throughout which will help you become a better 3ds Max artist and you will be able to speed up your workflow This book is aimed to be a solid teaching resource for learning 3ds Max It avoids any jargon and explains concepts and techniques in an easy to understand manner The first page of every unit summarizes the topics that will be covered in the unit Hands on exercises in this book instruct users how things can be done in 3ds Max step by step Key Features Covers 3ds Max s user interface navigation tools functions and commands Explains the polygon subdivision and spline modeling techniques Covers all modifiers Explains how to manage external design data Detailed coverage of tools and features Features 34 hands on exercises complete with before and after files Features 40 practice activities to test the knowledge gained Additional guidance is provided in the form of tips notes and cautions Important terms are in boldface so that you never miss them The content under What just happened heading explains the working of the instructions The content under What next heading tells you about the procedure you will follow after

completing a step s Tech support from the author Access to each exercise s initial and final states along with the resources used in hands on exercises Quiz to assess knowledge Bonus hands on exercises Includes a PDF file that contains the color images of the screenshots illustrations used in the textbook These color images will help you in the learning process This PDF file is included with the resources For more info visit PADEXI ACADEMY S website **Autodesk 3ds Max 2017 for Beginners** Prof Sham Tickoo Purdue Univ,2016-07-13 Welcome to the world of Autodesk 3ds Max a 3D modeling animation and rendering software package developed by Autodesk Inc It is widely used by architects game developers design visualization specialists and visual effects artists A wide range of modeling and texturing tools make it an ideal platform for 3D modelers and animators The intuitive user interface and workflow tools of Autodesk 3ds Max have made the job of design visualization specialists easier Autodesk 3ds Max 2017 for Beginners A Tutorial Approach is a tutorial based textbook that introduces the readers to the basic features of 3ds Max 2017 created on real world model through tutorials The textbook caters to the needs of both the novice and the advanced users of the software This textbook will help you unleash your creativity and help you create simple and complete 3D models and animations The textbook will help the learners transform their imagination into reality with ease   Autodesk 3ds Max 2020: Fundamentals (Mixed Units) ASCENT - Center for Technical Knowledge,2019-07-11 The Autodesk R 3ds Max R 2020 Fundamentals guide provides a thorough introduction to the Autodesk R 3ds Max R 2020 software that will help new users make the most of this sophisticated application as well as broaden the horizons of existing self taught users The guide instructs you on how to effectively use the software interface and navigate through the scenes It explores the creation of 3D objects and how to bring in objects from other software such as Autodesk R Revit R AutoCAD R and Autodesk R Civil 3D R Additionally it teaches you to prepare the scenes for renderings by adding materials lights and cameras Finally the guide covers an understanding of various renderers included with the software as well as image creation and animation techniques The practices in this guide are primarily geared towards real world tasks encountered by users of the Autodesk 3ds Max software in the Architecture Interior Design and Civil Engineering industries Advanced topics such as character modeling character animation and rigging are not covered in this guide Topics Covered Autodesk 3ds Max Interface and Workflow Assembling Files by importing linking or merging 3D Modeling with Primitives and 2D objects Using Modifiers to create and modify 3D objects Materials and Maps Autodesk 3ds Max Lighting Working with Cameras and Exposure Control Rendering using various renderers such as Scanline ART and Arnold Animation for Visualization Prerequisites Access to the 2020 0 version of the software to ensure compatibility with this guide Future software updates that are released by Autodesk may include changes that are not reflected in this guide The practices and files included with this guide might not be compatible with prior versions i e 2019 Experience with 3D modeling is recommended   **Autodesk 3ds Max 2014 Essentials** Randi L. Derakhshani,Dariush Derakhshani,2013-06-04 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   Mastering Autodesk 3ds Max Design 2010 Mark Gerhard,Jeffrey Harper,Jon McFarland,2009-09-08 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   **Autodesk 3ds Max 2021: Modeling Essentials, 3rd Edition (in Full Color)** Pradeep Mamgain,2020-07-13 Description The Autodesk 3ds Max 2021 Modeling Essentials 3rd Edition textbook walks you through every step of creating 3D models with 3ds Max 2021 This guide is perfect for both novices and those moving from other software to 3ds Max This book will help you to get started with modeling in 3ds Max you will learn important concepts and techniques about 3D modeling which you can utilize to create hard surfaced objects for your projects You will also learn about managing external design data in 3ds Max 2021

Using a structured and pragmatic approach this guide begins with the basics of modeling then builds on this knowledge using practical examples to enhance your modeling skills Each unit builds on the knowledge gained in the previous unit showing you all the essentials of modeling with 3ds Max 2021 As you go from hands on exercise to hands on exercise you ll develop a strong arsenal of skills that combined will form a complete end to end process to create high quality models using 3ds Max 2021 This book shares tips tricks notes and cautions throughout which will help you become a better 3ds Max artist and you will be able to speed up your workflow This book is aimed to be a solid teaching resource for learning 3ds Max It avoids any jargon and explains concepts and techniques in an easy to understand manner The first page of every unit summarizes the topics that will be covered in the unit Hands on exercises in this book instruct users how things can be done in 3ds Max step by step Key Features Covers 3ds Max s user interface navigation tools functions and commands Explains the polygon subdivision and spline modeling techniques Covers all modifiers Explains how to manage external design data Detailed coverage of tools and features Features 34 hands on exercises complete with before and after files Features 40 practice activities to test the knowledge gained Additional guidance is provided in the form of tips notes and cautions Important terms are in boldface so that you never miss them The content under What just happened heading explains the working of the instructions The content under What next heading tells you about the procedure you will follow after completing a step s Tech support from the author Access to each exercise s initial and final states along with the resources used in hands on exercises Quiz to assess knowledge Bonus hands on exercises Includes a PDF file that contains the color images of the screenshots illustrations used in the textbook These color images will help you in the learning process This PDF file is included with the resources Brief Table of Contents This book is divided into following units Unit 1 Introduction to 3ds Max I Unit 2 Introduction to 3ds Max II Unit 3 Geometric Primitives and Architectural Objects Unit 4 Polygon Modeling Unit 5 Graphite Modeling Tools Unit 6 Spline Modeling Unit 7 Modifiers Unit 8 External Design Data Unit 9 Bonus Hands on Exercises For more info visit PADEXI ACADEMY S website   Autodesk 3ds Max 2015 Essentials Randi L. Derakhshani,Dariush Derakhshani,2014-06-23 Get up to speed quickly with this compelling full color guide to Autodesk 3ds Max With its real world hands on exercises Autodesk 3ds Max 2015 Essentials helps new users learn the fundamentals of Autodesk 3ds Max quickly become productive The task based tutorials add real world context that help you become familiar with the workflow scenarios of a professional environment and provide that extra level of understanding to make you more proficient overall with the software Updated for 3ds Max 2015 and recommended as a preparation resource for the 3ds Max certification exam this guide teaches the basics of modeling texturing animating and visual effects You ll have fun creating a retro style alarm clock animating a thrown knife modeling a chair and more all while you learn modeling rigging animating rendering architectural visualization and other career essential techniques This colorful engaging book features Chapter opening learning objectives Step by step tutorials Full color screenshots and illustrations Downloadable exercise files Learn

all the crucial techniques you ll need from authors Randi and Dariush Derakhshani Autodesk Certified Instructors with years of professional experience under their belts Artists students educators and hobbyists will benefit from the guide s techniques and tutorials getting to know the program as a whole and gaining insight into which aspects of the 3D production pipeline are most appealing Whether you re a beginner or migrating from another 3D application Autodesk 3ds Max 2015 Essentials provides the solid foundation **3D Max 2019 Training Guide** Linkan Sagar,Nisha Gupta,2019-09-18 Let Your Creativity travel without moving your feet DESCRIPTION Book is short lively and based on practical platforms Everything has been given step by step by using real world and imagined examples It takes the reader through the content design process explaining everything along the way Welcome to the world of Autodesk 3ds Max a 3D modeling animation and rendering software package developed by Autodesk Inc It is widely used by architects game developers design visualization specialists and visual effects artists A wide range of modeling and texturing tools make it an ideal platform for 3D modelers and animators The intuitive user interface and workflow tools of Autodesk 3ds Max have made the job of design visualization specialists easier Autodesk 3ds Max 2019 Training guide is a tutorial based textbook that introduces the readers to the basic features of 3ds Max 2019 created on real world model through tutorials The textbook caters to the needs of both the novice and the advanced users of the software This textbook will help you unleash your creativity and help you create simple and complete 3D models and animations The textbook will help the learners transform their imagination into reality with ease KEY FEATURES Step by step explanation Tutorial book using real world example Easy to Learn and simple to understand WHAT WILL YOU LEARN 3Ds max its graphical user interface Standard extended primitives Spline Nurb curves object space modifiers Basic and Advance modelling tools WHO THIS BOOK IS FOR 3D designer 3D modular and Interior designer Table of Contents 1 Introduction Overview 2 Create Geometry 3 Create Shape and Basic Tool 4 Modify Object Space Modifiers 5 Basic Tools 6 Advance Modeling Tools **Autodesk 3ds Max 2013 Essentials** Randi L. Derakhshani,Dariush Derakhshani,2012-06-05 A four color task based Autodesk Official Training Guide covering the core features of 3ds Max Beginning users of this popular 3D animation and effects software will find everything they need for a thorough understanding of the software s key features and functions in this colorful guide The authors break down the complexities of learning 3D software and get you going right away with interesting job related projects You ll learn the basics of modeling texturing animating lighting visualization and visual effects with 3ds Max exploring the methods and why they are used as they are An Official Training Guide endorsed by Autodesk and ideal for those new to 3D software Written by CG professionals featuring hands on real world projects that offer realistic job related professional challenges Teaches the basics of modeling texturing animating lighting visualization and visual effects explaining the entire program to help you learn about the entire production pipeline Covers everything a beginner needs to know for a solid foundation in 3ds Max with illustrated tutorials and full color screen shots Companion website features starting and ending files for the exercises and additional learning

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