

Autodesk 3ds Max 2014 Bible



Filesize: 5.48 MB

Reviews

An extremely wonderful pdf with perfect and lucid information. Better then never, though i am quite late in start reading this one. Once you begin to read the book, it is extremely difficult to leave it before concluding.

(Elenor Koch PhD)

AUTODESK 3DS MAX 2014 BIBLE



Wiley India Pvt. Ltd, 2014. Softcover. Book Condition: New. Autodesk 3ds Max Bible is the only comprehensive reference-tutorial, making it a favorite of all users, from beginners to pros. This thorough book is packed with expert advice, timesaving tips, as well as overage of advanced topics. If 3ds Max novices are itching to actually create something immediately, the Quick Start project in Part 1 is just for them. If experienced Max users can't wait to check out the new software features they simply need to refer to the New Features appendix which highlights and cross references where the new features are covered. This bestseller is packed with expert advice, timesaving tips, a 16 page full color insert featuring cutting edge work from 3ds Max artists, and more than 150 step-by-step tutorials. A companion website includes all the examples and content from the book, including unique models and textures that readers can customize on their own. Also included online for download are before and after example files for every tutorial in the book as well as unique models and textures to customize and bonus Quick Starts from past editions. Acknowledgments Preface Part I: Getting Started with Autodesk 3ds Max 2014 Quick Start: Adding a Crowd to the City Center Chapter 1: Exploring the Interface Chapter 2: Controlling and Configuring the Viewports Chapter 3: Working with Files, Importing, and Exporting Chapter 4: Setting Preferences Part II: Manipulating Objects Chapter 5: Creating and Editing Primitive Objects Chapter 6: Selecting Objects and Using Layers Chapter 7: Transforming Objects, Pivoting, Aligning, and Snapping Chapter 8: Cloning Objects and Creating Object Arrays Chapter 9: Grouping, Linking, and Parenting Objects Chapter 10: Organizing Scenes with Containers, XRefs, and the Schematic View Part III: Modeling 3D Assets Chapter 11: Accessing Sub objects and Modifiers and Using the Modifier Stack...



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