



3ds Max 8 Essentials. Autodesk Media and Entertainment Courseware

By Autodesk

Butterworth Heinemann, 2006. Taschenbuch. Book Condition: Neu. Neu Neuware; original eingeschweisst; new item, still sealed; - 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. For beginners or those new to 3ds max Tutorials and exercises designed for flexibility and ease of use CD contains 3ds max support models, materials, textures, and animations for completing the exercises English.



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Reviews

Extensive information for book fans. It is written in basic words and never hard to understand. It is extremely difficult to leave it before concluding, once you begin to read the book.

-- **Otis Wisoky**

This publication is great. It is full of wisdom and knowledge You will not really feel monotony at any time of the time (that's what catalogs are for relating to when you ask me).

-- **Dr. Everett Dicki DDS**