

1. Record Nr.	UNINA990001450140403321
Autore	Unterberger, Andrè
Titolo	Quantization and non-holomorphic modular forms / André Unterberger
Pubbl/distr/stampa	Berlin : Springer, c2000
ISBN	3-540-67861-1
Descrizione fisica	vii, 253 p. : ill. ; 24 cm
Collana	Lecture Notes in Mathematics ; no.1742
Disciplina	512.73
Locazione	MA1
Collocazione	C-20-(1742
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
2. Record Nr.	UNINA9910450953403321
Autore	Maestri George <1960->
Titolo	3ds Max at a glance [[electronic resource] /] / George Maestri
Pubbl/distr/stampa	Indianapolis, Ind., : Wiley Pub., c2008
ISBN	1-281-28477-7 9786611284770 0-470-26075-0
Descrizione fisica	1 online resource (242 p.)
Collana	Serious skills
Disciplina	006.6/96
Soggetti	Computer animation Computer graphics Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.

Nota di contenuto

3ds Max at a Glance; Acknowledgments; About the Author; Contents at a Glance; Contents; Introduction; Chapter 1: Introduction to 3ds Max; Understanding the 3ds Max Interface; Selecting Objects; Transforming Objects; Managing Objects; Scene Explorer; Chapter 2: Modeling; Understanding Geometry Types; Creating Geometry; Using Modifiers; Using Splines; Polygonal Modeling; Using Subdivision Surfaces; Creating Compound Objects; Polygonal Modeling an Alien Character; Spline Modeling a Spaceship; Chapter 3: Creating Textures; Working with Materials; Creating and Editing Materials; Using Maps
Types of Maps
Polygonal Modeling an Alien Character; Chapter 4: Lighting; Lighting Makes the Image; Creating Lights; Creating Shadows; Creating Lighting Effects; Setting Light Exclusion; Lighting a Scene; Chapter 5: Rendering; Renderers; Object Properties; Cameras; Scanline Renderer; Environment And Effects Panel; mental ray Renderer; Render Elements; Backburner; Rendering Caustics by Using mental ray; Rendering Global Illumination by Using mental ray; Chapter 6: Character Deformations and Rigging; Bones; Inverse Kinematics; Constraints; Skinning; Morphing; Wiring Parameters
Creating a Skeleton
Skinning a Character; Chapter 7: Animation; Creating Animation; Using Controllers; Creating Keys; Using the Motion Panel; Using Track View; Parameter Collector; Animation Layers; Creating a Walk Cycle; Chapter 8: Character Studio; Biped; Modifying a Biped; Manipulating a Biped; Footstep Animation; Motion Mixer; Physique; Animating a Biped; Chapter 9: Special Effects; Particle Systems; Particle Flow; Reactor; Simulating Collisions; Chapter 10: Hair and Cloth; Hair and Fur; Cloth; Creating Hair; About the Companion CD; Index

Sommario/riassunto

One look and you'll see that this 3ds Max book is different from all the others. It presents the core 3ds Max features in pages packed with striking graphics that perfectly illustrate the concepts. Each page is loaded with detailed explanations on crucial components, such as the 3ds Max interface, modeling and animation tools, rendering settings, and more. Engaging step-by-step lessons and tasks provide hands-on reinforcement as you learn. Create textures, learn rigging, bring biped characters to life—even create hair with this beautiful, full-color guide.