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Nota di contenuto	pt. 1. Getting started with 3ds Max -- pt. 2. Working with objects -- pt. 3. Modeling basics -- pt. 4. Materials, cameras, and lighting basics -- pt. 5. Animation and rendering basics -- pt. 6. Advanced modeling -- pt. 7. Advanced materials -- pt. 8. Advanced animation techniques -- pt. 9. Working with characters -- pt. 10. Dynamic animation -- pt. 11. Advanced lighting and rendering.
Sommario/riassunto	Updated version of the bestselling 3ds Max book on the market 3ds Max 2012 Bible is one of the most popular 3ds Max how-tos on the market. If you're a beginner just itching to create something right away, the Quick Start project in Part 1 is for you. If you're an experienced user checking out 3ds Max 2012's latest and greatest features, you'll love the fact that the 3ds Max 2012 Bible continues to be the most comprehensive reference on this highly complex application. Find out what's new, what's tried and true, and how creative you can get using the tips, tricks, and techniques