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Autore	Tirand Paul
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Autore	Derakhshani Randi
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Soggetti	Computer graphics Electronic books.
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Nota di contenuto	Autodesk 3ds Max 2013 Essentials; Acknowledgments; About the Authors; Contents; Introduction; Chapter 1: The 3ds Max Interface; The Workspace; Transforming Objects Using Gizmos; Graphite Modeling Tools Ribbon; Command Panel; Time Slider and Track Bar; File Management; Chapter 2: Your First 3ds Max Project; Starting to Model a Chest of Drawers; Modeling the Top; I Can See Your Drawers; Modeling the Bottom; Creating the Knobs; Chapter 3: Modeling in 3ds Max: Architectural Model Part I; Units Setup; Importing a CAD Drawing; Creating the Walls; Creating the Doors; Creating the Window Adding a Floor and CeilingCreating Baseboard Moldings; Chapter 4: Modeling in 3ds Max: Architectural Model Part II; Modeling the Couch; Modeling the Chair; Chapter 5: Animating a Bouncing Ball; Animating the Ball; Refining the Animation; Chapter 6: Animating a Thrown Knife; Anticipation and Momentum in Knife Throwing; Chapter 7: Character Poly Modeling: Part I; Setting Up the Scene; Creating the Soldier; Chapter 8: Character Poly Modeling: Part II; Completing the Main Body;

Creating the Accessories; Putting on the Boots; Creating the Hands; Chapter 9: Character Poly Modeling: Part III
Creating the HeadMerging and Attaching the Head's Accessories; Chapter 10: Introduction to Materials: Interiors and Furniture; The Slate Material Editor; Material Types; mental ray Material Types; Shaders; Mapping the Couch and Chair; Mapping the Window and Doors; Chapter 11: Textures and UV Workflow: The Soldier; Mapping the Soldier; UV Unwrapping; Seaming the Rest of the Body; Applying the Color Map; Applying the Bump Map; Applying the Specular Map; Chapter 12: Character Studio: Rigging; Character Studio Workflow; Associating a Biped with the Soldier Model
Chapter 13: Character Studio: AnimationCharacter Animation; Animating the Soldier; Using Inverse Kinematics; Chapter 14: Introduction to Lighting: Interior Lighting; Three-Point Lighting; 3ds Max Lights; Standard Lights; Lighting a Still Life in the Interior Space; Selecting a Shadow Type; Atmospheres and Effects; Light Lister; Chapter 15: 3ds Max Rendering; Rendering Setup; Cameras; Safe Frame; Raytraced Reflections and Refractions; Rendering the Interior and Furniture; Chapter 16: mental ray and HDRI; mental ray Renderer; Final Gather with mental ray; HDRI; Index

Sommario/riassunto

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