1.	Record Nr. Autore Titolo Pubbl/distr/stampa	UNINA9910461630103321 Derakhshani Randi Autodesk 3ds max 2013 essentials [[electronic resource] /] / Randi L. Derakhshani, Dariush Derakhshani Indianapolis, Ind., : John Wiley & Sons, 2012
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	Edizione	[1st ed.]
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	Collana	Serious skills
	Altri autori (Persone)	DerakhshaniDariush
	Disciplina	006.6/96 006.693 006.696
	Soggetti	Computer graphics Electronic books.
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	Lingua di pubblicazione Formato	Materiale a stampa
	Formato	Materiale a stampa Monografia

	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