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Formato	Materiale a stampa
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Note generali	Includes index.
Nota di contenuto	pt. 1. Getting started with Autodesk 3ds max 2013 -- pt. 2. Manipulating objects -- pt. 3. Modeling 3D assets -- pt. 4. Applying materials and textures -- pt. 5. Working with cameras, lighting, and rendering -- pt. 6. Animating objects and scenes -- pt. 7. Working with characters -- pt. 8. Dynamic animation.
Sommario/riassunto	Updated version of the bestselling 3ds Max book on the market Autodesk 3ds Max is top animation software used by developers, visual effects artists, and graphic designers in film, television, and the game industry. One place designers turn for crucial information on how to use 3ds Max is this in-depth book. Whether you're a beginner just itching to create something right away or an experienced user checking out the latest and greatest features, you'll find it here. See what's new, what's tried and true, and just how creative you can get using the tips, tricks, and techniques in thi