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Pubbl/distr/stampa	New York, NY, : Wiley Publishing, c2010
ISBN	1-282-70814-7 9786612708145 0-470-90217-5
Descrizione fisica	1 online resource (1315 p.)
Collana	Bible ; ; v.674
Disciplina	006.6/96
Soggetti	Computer animation Computer graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	3ds Max® 2011 Bible; Contents; Preface; Acknowledgments; Part I: Getting Started with 3ds Max; Quick Start: Animating a Walking Dinosaur; Walking Dinosaur-Planning the Production; Setting Up the Scene; Adding Materials and Lights; Animating the Dinosaur; Summary; Chapter 1: Exploring the Max Interface; Learning the Interface Elements; Using the Menus; Using the Toolbars; Using the Viewports; Using the Command Panel; Using the Lower Interface Bar Controls; Interacting with the Interface; Getting Help; Summary; Chapter 2: Controlling and Configuring the Viewports; Understanding 3D Space Using the Navigation GizmosControlling Viewports with a Scroll Wheel Mouse; Using the Viewport Navigation Controls; Changing the Viewport Display; Configuring the Viewports; Working with Viewport Backgrounds; Summary; Chapter 3: Working with Files, Importing, and Exporting; Working with Max Scene Files; Setting File Preferences; Importing and Exporting; Using the File Utilities; Accessing File Information; Summary; Chapter 4: Customizing the Max Interface and Setting Preferences; Using the Customize User Interface Window; Customizing the Ribbon; Customizing Modify and Utility Panel Buttons Working with Custom InterfacesConfiguring Paths; Selecting System Units; Setting Preferences; Summary; Part II: Working with Objects; Chapter 5: Creating and Editing Primitive Objects; Creating Primitive

Objects; Exploring the Primitive Object Types; Using Architecture Primitives; Summary; Chapter 6: Selecting Objects and Setting Object Properties; Selecting Objects; Setting Object Properties; Hiding and Freezing Objects; Using Layers; Using the Scene Explorer; Summary; Chapter 7: Transforming Objects, Pivoting, Aligning, and Snapping; Translating, Rotating, and Scaling Objects  
Working with the Transformation ToolsUsing Pivot Points; Using the Align Commands; Using Grids; Using Snap Options; Summary; Chapter 8: Cloning Objects and Creating Object Arrays; Cloning Objects; Understanding Cloning Options; Mirroring Objects; Cloning over Time; Spacing Cloned Objects; Using the Clone and Align Tool; Creating Arrays of Objects; Summary; Chapter 9: Grouping, Linking, and Parenting Objects; Working with Groups; Understanding Parent, Child, and Root Relationships; Building Links between Objects; Displaying Links and Hierarchies; Working with Linked Objects; Summary  
Part III: Modeling BasicsChapter 10: Accessing Subobjects and Using Modeling Helpers; Exploring the Model Types; Understanding Normals; Working with Subobjects; Using Modeling Helpers; Summary; Chapter 11: Introducing Modifiers and Using the Modifier Stack; Exploring the Modifier Stack; Exploring Modifier Types; Summary; Chapter 12: Drawing and Editing 2D Splines and Shapes; Drawing in 2D; Editing Splines; Using Spline Modifiers; Summary; Chapter 13: Modeling with Polygons and Patches; Understanding Poly Objects; Creating Editable Poly Objects; Editing Poly Objects; Introducing Patch Grids  
Editing Patches

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#### Sommario/riassunto

Updated version of the bestselling 3ds Max book on the market Used by more than 150,000 people, and the winner of more than 65 industry awards, 3ds Max is the world's most popular animation modeling and rendering software for film, television, video games, and design visualization. 3ds Max Bible is the world's most popular book for getting the most out of the software. Whether a novice looking to create something immediately using the Quick Start tutorial, or an experienced 3ds Max user who simply wants to check out the software's latest and greatest features, this update to th

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