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Nota di contenuto	Autodesk 3ds Max 2014 Essentials; Introduction; Chapter 1: The 3ds Max Interface; The Workspace; Transforming Objects Using Gizmos; Graphite Modeling Tools Set; Command Panel; Time Slider and Track Bar; File Management; Chapter 2: Your First 3ds Max Project; Setting Up a Project Workflow; Time to Model a Clock!; In Splines We Trust; Bringing It All Together; 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 Ceiling Chapter 4: Modeling in 3ds Max: Architectural Model Part IIModeling the Couch; Modeling the Lounge Chair; Chapter 5: Introduction to Animation; Animating the Ball; Refining the Animation; Chapter 6: Animation Principles; Anticipation and Momentum in Knife Throwing; Chapter 7: Character Poly Modeling: Part I; Setting Up the Scene; Beginning the Soldier Model; 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 Head Merging and Attaching the Head's AccessoriesChapter 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; 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: Animation; Animating the Soldier
Chapter 14: Introduction to Lighting: Interior LightingThree-Point Lighting; 3ds Max 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 Frames; Raytraced Reflections and Refractions; Rendering the Interior and Furniture; Chapter 16: mental ray; mental ray Renderer; Final Gather with mental ray; mental ray Materials; Appendix: Autodesk 3ds Max Certification; Index

Sommario/riassunto

Great guide to the fundamentals of Autodesk 3ds Max 2014 This Autodesk Official Press guide is just what you need to learn the basics of Autodesk 3ds Max 2014 quickly and easily. Through a series of cool projects like designing an alarm clock, animating a thrown knife, or lighting a scene, you'll learn the essentials of modeling, rigging, animating, and rendering using the popular Autodesk 3ds Max 3D animation and effects software. It's a practical, hands-on approach allowing you to constantly reinforcing skills as you learn them. Downloadable before-and-after project files let