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Autore	Murdock Kelly
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Collana	Bible
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Nota di contenuto	About the Author; Acknowledgments; Contents at a Glance; Contents; Preface; The Growth of 3ds Max?; About This Book; Part I: Getting Started with Autodesk 3ds Max 2014; Quick Start: Adding a Crowd to the City Center; Planning the Production; Setting Up the Scene; Adding Materials and Lights; Adding the Crowds; Summary; Chapter 1: Exploring the 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; Using Workspaces; Getting Help; Summary Chapter 2: Controlling and Configuring the ViewportsUnderstanding 3D Space; Using the Navigation Gizmos; Controlling Viewports with a Scroll Wheel Mouse; Using the Viewport Navigation Controls; Changing the Viewport Display; Enhancing the Viewport; Displaying Materials, Lighting, and Shadows in the Viewport; Working with Viewport Backgrounds; Setting Viewport Visual Style and Appearance; Configuring the Viewport Background; Altering the Viewport Layout; Using Safe Frames; Setting Display Performance; Defining Regions; Viewing Statistics; Configuring the ViewCube and SteeringWheels; Summary Chapter 3: Working with Files, Importing, and ExportingWorking with 3ds Max Scene Files; Importing and Exporting; Using the File Utilities;

Sommario/riassunto	A complete reference covering the newest version of 3ds Max software Autodesk 3ds Max is the popular 3D modeling, animation, rendering, and compositing software preferred by game developers and graphic designers in film and television. This comprehensive reference not only introduces beginners to this pricey and complex software, but also serves as a reference for experienced users. Packed with expert advice from popular author Kelly Murdock, it begins with a Quick Start tutorial to get you up and running, then continues with more than 150 step-by-step tutorials, advanced coverage,