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Nota di contenuto	Mastering Autodesk® 3ds Max® 2013; Contents; Chapter 1 Getting to Know Autodesk® 3ds Max® 2013; Introducing the New 3ds Max 2013 Features; Getting Started with Autodesk 3ds Max; Touring the Interface; The Menu Bar; The Quick Access Toolbar; The Information Center Toolbar; The Main Toolbar; Docked and Floating Toolbars; Toolbar Flyouts; The Viewports; Tools for Working with the Viewports; Getting to Know the Command Panel; Understanding the 3ds Max Tools; Working with Objects; Selecting and Moving Objects; Rotating and Scaling Objects; Copying an Object; Selecting Multiple Objects Naming Selection SetsEditing Named Selection Sets; Getting the View You Want; Understanding the Perspective Viewing Tools; Using Multiple Viewports; Changing the Viewport Display and Configuration; Working with the Custom UI And Defaults Switcher; The Bottom Line; Chapter 2 Introducing Objects; Understanding Standard Primitives; Adjusting an Object's Parameters; Accessing Parameters; Introducing the Standard Primitive Objects; Modeling Standard Primitives with Modifiers; Adding a Modifier; Accessing Modifier Parameters; Placing Modifiers Where You

Want Them; Using the Modifier Stack Tools

How 3ds Max Sees Objects Making Clones That Share Properties; Creating an Instance Clone; Creating a Reference Clone; Scaling and Rotating Objects with Transform Tools; Making a Clone Unique; Cloning a Modifier; Introducing Extended Primitives; Modeling a Couch; Working with Groups; Grouping the Components of the Couch; Working within Groups; Disassembling Groups; The Bottom Line; Chapter 3 Creating Shapes with Splines; Drawing with Splines; Drawing Straight-Line Segments; Constraining Lines Vertically and Horizontally; Drawing Curves; Lathing a Spline

Modifying a Shape Using Sub-object Levels Adjusting the Lathe Axis; Flipping Surface Normals; Smoothing Spline Corners; Adjusting Tangent Handles; Creating Thickness with a Spline; Detailing the Wineglass Base; Finishing the Wineglass; Outlining and Extruding Splines; Drawing Accurate Splines; Giving Walls Thickness; Using Grids and Snaps to Align Objects Accurately; Adjusting a Wall Location; Combining and Extruding Primitive Splines; Combining Splines; Joining Closed Splines with Boolean Tools; Creating a Solid Form with Splines; Introducing the Other Spline Types; Editing Splines

Placing and Beveling Text The Bottom Line; Chapter 4 Editing Meshes and Creating Complex Objects; Creating Openings in a Wall with Boolean Operations; Hiding Shapes That Get in the Way; Creating the Shape of the Opening; Subtracting the Opening from the Wall; Creating Multiple Openings in a Single Wall; Making Changes to the Opening; Tracing a Sketch; Using a Bitmap Image; Scaling the Image Plane to the Model's Size; Tracing the Image; Building Objects from Traced Lines; Editing Meshes; Creating a Tapered Wall; Converting the Spline to a Mesh; Moving a Single Mesh Vertex Tapering the Top of the Wall

Sommario/riassunto

Get professional training in 3ds Max from this Autodesk Official Training Guide. Extremely popular with video game designers as well as architects, 3ds Max offers integrated 3D modeling, animation, rendering, and compositing tools designed to streamline production. If you already have a working knowledge of 3ds Max basics, this official guide will take your skills to the next level. Detailed tutorials cover all the latest features of 3ds Max. From modeling, texturing, animation, and architectural visualization to high-level techniques for film, television, games, and more, this
