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Altri autori (Persone)	MunnRandi
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Nota di contenuto	Introducing 3ds Max 2008; Dedication; Acknowledgments; About the Authors; Contents at a Glance; Contents; Introduction; Chapter 1: Basic Concepts; How to Read This Book; What Is CGI?; Production Workflow; CG Workflow; CG Specialties; Core Concepts; Coordinate Systems; Basic Animation Concepts; Basic 3ds Max Terms and Concepts; Summary; Chapter 2: Your First 3ds Max Animation; Getting Around in 3ds Max; Project and File Management Workflow; The 3ds Max Interface; Jumping Headlong into Animation; Setting Up the Hierarchy; Ready, Set, Animate!; Summary; Chapter 3: The 3ds Max Interface What Am I Looking At?Screen Layout; Command Panels; Controls at the Bottom of the UI; The Viewports; Managing Scene Objects; Scene Explorer; Summary; Chapter 4: Modeling in 3ds Max: Part I; Planning Your Model; Modeling Concepts; Modifiers and the Modifier Stack; Look at the Mesh You Got Us Into!; Editable Poly Tools; Modeling a Chest of Drawers; Modeling a Hand; Summary; Chapter 5: Modeling in 3ds Max: Part II; Building the Red Rocket; Summary; Chapter 6: Character Poly Modeling; Setting Up the Scene; Creating the Basic Form; Adding Detail; Final Touches; Summary Chapter 7: Materials and MappingMaterials; The Material Editor; Mapping a Pool Ball; Mapping, Just a Little Bit More; Maps; Using Opacity Maps; Mapping the Rocket; Summary; Chapter 8: Introduction

to Animation; Hierarchy in Animation: The Mobile Redux; Using Dummy Objects; The Bouncing Ball; Using the Track Editor- Curve Editor; Track View; Anticipation and Momentum in Knife Throwing; Summary; Chapter 9: Character Studio and IK Animation; Character Animation; Character Studio Workflow; Creating a Biped; Animating a Biped; Associating a Biped to a Character; Using Inverse Kinematics; Summary Chapter 10: 3ds Max LightingBasic Lighting Concepts; Three-Point Lighting; 3ds Max Lights; Common Light Parameters; Ambient Light; Lighting the Red Rocket; Atmospheres and Effects; Light Lister; Summary; Chapter 11: 3ds Max Rendering; Rendering Setup; Motion Blur; Previewing with ActiveShade; Cameras; Safe Frame; Render Elements; Rendering Effects; Raytraced Reflections and Refractions; Bringing It All Together: Rendering the Rocket; Summary; Chapter 12: Particles and Dynamics; Understanding Particle Systems; Setting Up a Particle System; Particle Systems and Space Warps Using Rigid Body DynamicsUsing Soft Body Dynamics; Summary; So Long, and Thanks for All the Fish; Appendix: About the Companion CD; What You'll Find on the CD; System Requirements; Using the CD; Troubleshooting; Index; Beginners' Gallery

Sommario/riassunto

Introducing 3ds Max 2008 breaks down the complexities of 3D modeling, texturing, animating, and visual effects. You'll jump right into the 3ds Max pipeline-from preproduction through postproduction-with clear-cut explanations, tutorials, and hands-on projects to build your skills. A special color insert includes real-world examples from talented 3ds Max beginners. From immediately creating your first animation to mastering poly modeling techniques and lighting final renders, you'll get a solid grounding in 3ds Max 2008. Build the knowledge you need for game, film, and TV production. Inc
