

1. Record Nr.	UNINA9910811891503321
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Titolo	3ds max 4 in depth // Jon McFarland, Rob Polevi
Pubbl/distr/stampa	Scottsdale, Arizona : , : Coriolis Group Books, , 2001
Descrizione fisica	1 online resource (xxvi, 724 pages) : illustrations
Disciplina	006.6/96
Soggetti	Computer animation Computer graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Introducing 3ds max 4 -- Using Primitives and Splines -- Selection and Transform Tools -- Managing the Display -- Working Smart -- Modeling with Modifiers -- Mesh- Level Modeling -- Compound Objects -- Patch Modeling -- NURBS Modeling -- Materials and the Material Editor -- Maps and Mapping -- Lights -- Cameras -- Rendering Tools -- Environment and Render Effects -- Animation Essentials -- Animating the Transforms -- Deforming the Geometry -- Special Animation Topics -- Using Video Post -- Keyboard Shortcuts.