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Soggetti	Computer animation Architecture - Computer-aided design Architectural rendering - Computer simulation Three-dimensional display systems Computer graphics
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Nota di contenuto	pt. 1. Working with architectural drawings -- pt. 2. Creating building elements -- pt. 3. Creating site elements -- pt. 4. Mental ray -- pt. 5. Advanced visualization techniques -- pt. 6. Efficient 3D workflow.
Sommario/riassunto	Learn time-saving techniques and tested production-ready tips for maximum speed and efficiency in creating professional-level architectural visualizations in 3ds Max. Move from intermediate to an advanced level with specific and comprehensive instruction with this collaboration from nine different authors from around the world. Get their experience and skills in this full-color book, which not only teaches more advanced features, but also demonstrates the practical applications of those features to get readers ready for a real production environment. Fully updated for the most recent version o