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Collana	Community experience distilled
Disciplina	006.69 006.696
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Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: First Launch: Getting to Know 3ds Max; Quick start: Jump into making models; Getting to know the User Interface; Default and custom UI schemes; Switching UI presets; Making changes to hotkeys; Customizing the Quad menu; Making changes to the view layout; Deciding on the best view navigation; Pan, Orbit, and Zoom; Navigation with the ViewCube; Making adjustments to the ViewCube display; Navigation with the Steering Wheel; Using the Steering Wheel; Displaying your model for modeling; Model display; Setting scene units; Searching for content in the scene; Creating your own selection sets with Named Selections; Common changes to 3ds Max default preferences; Determining the hardware shading settings to use; Summary; Chapter 2: Model Shakedown: Make 3ds Max Work for you; Setting filters in the Display panel; Display panel filters; Hiding and freezing objects; Display Properties; Object Properties - Show Frozen in Gray; Freezing objects via Object Properties; Object Properties - Animation trajectories; Toggle trajectory; Object Properties - Render properties; Disabling shadow casting; Moving

and rotating objects using pivot controls; Pivots; Local, Screen, and Pick spaces; Changing the axis direction of the gizmo; Cloning objects: Instances, References, and Snapshots; Adjusting Instances; Capturing a Snapshot; Adjusting modifiers in the viewport; Assigning a single Turbosmooth to all your models; Selecting objects that have a certain modifier; Setting different modifier attributes for views and rendering; Organizing a scene using Groups; Group functionality; Importing models

Using a template scene including lighting, turntable camera, and render settingsNVIDIA iray ActiveShade rendering; Summary; Chapter 3: The Base Model - A Solid Foundation in Polygon Modeling; Introducing the project; Adding image reference; Viewport image planes; Forming the base model; Quad menu's editable poly tools; Setting values with the Autodesk style caddy; Fitting the model to the artwork; Generating round forms from quad-based geometry; Detaching and attaching parts of a model; A preview of a sculpting workflow; Summary; Chapter 4: Mod my Ride: Extending upon a Base Model

Marking Poly LoopsSoft modeling; Soft modeling with Soft Selection; Soft modeling with the Shift brush; Soft modeling with Free-Form Deformations; Relaxation techniques; Using Poly Select to apply modifiers to Sub-Object selections; Generating shapes from edge selections; The Lathe modifier process; Shape construction and interpolation; Comparing the Sweep modifier with the Loft object; Smoothing Groups; Generating model forms using Cloth; Setting up the Cloth modifier parameters; Summary; Chapter 5: The Language of Machines: Designing and Building Model Components

A visual language for science fiction machinery

Sommario/riassunto

Step by step illustrated tutorials are supported by a focused commentary. The examples are designed to proceed from starting to model through model finishing to putting models to work within projects and presentation. The book shows both - the entire flow of asset creation and granular methodology. This book will appeal to anyone interested in 3D modeling who wants to improve their speed modeling ability, particularly artists whose work is relevant to industries where hard surface modeling or model prototyping is required, such as games, films, or visualization.
