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Autore	McFarland Jon
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.
Sommario/riassunto	-- The premier development tool for 3-D artists, 3DS MAX is used to create 3-D effects and animations for movies, commercials, and interactive games and other electronic media -- Provides a CDROM with layout of exercises and maps or clips needed for each -- Features a 32-page color studio showcasing projects that can be created using various techniques -- Discusses the latest techniques in 3-D and animation including topics such as the MAX interface and display, object creation, manipulation and modification, the Materials Editor, lighting, cameras, and post-production -- The author's 3D Animation Workshop (www.webreference.com/3d) is one of the premier resources for 3-D animators