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Edizione	[1st ed.]
Descrizione fisica	1 online resource (1338 p.)
Collana	Bible
Disciplina	006.696
Soggetti	Computer animation Three-dimensional display systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	About the Author; Acknowledgments; Contents at a Glance; Contents; Preface; The Growth of 3ds Max?; About This Book; Part I: Getting Started with Autodesk 3ds Max 2014; Quick Start: Adding a Crowd to the City Center; Planning the Production; Setting Up the Scene; Adding Materials and Lights; Adding the Crowds; Summary; Chapter 1: Exploring the Interface; Learning the Interface Elements; Using the Menus; Using the Toolbars; Using the Viewports; Using the Command Panel; Using the Lower Interface Bar Controls; Interacting with the Interface; Using Workspaces; Getting Help; Summary Chapter 2: Controlling and Configuring the ViewportsUnderstanding 3D Space; Using the Navigation Gizmos; Controlling Viewports with a Scroll Wheel Mouse; Using the Viewport Navigation Controls; Changing the Viewport Display; Enhancing the Viewport; Displaying Materials, Lighting, and Shadows in the Viewport; Working with Viewport Backgrounds; Setting Viewport Visual Style and Appearance; Configuring the Viewport Background; Altering the Viewport Layout; Using Safe Frames; Setting Display Performance; Defining Regions; Viewing Statistics; Configuring the ViewCube and SteeringWheels; Summary

Chapter 3: Working with Files, Importing, and ExportingWorking with 3ds Max Scene Files; Importing and Exporting; Using the File Utilities; Accessing File Information; Summary; Chapter 4: Setting Preferences; Setting General Preferences; Setting File Preferences; Configuring Paths; Setting Interaction Mode; Setting Gamma and Look-Up Table (LUT) Preferences; Setting Rendering and Radiosity Preferences; Setting Animation Preferences; Setting Inverse Kinematics Preferences; Setting Gizmo Preferences; Accessing mental ray Preferences; Setting Global Container Preferences; Setting Help Preferences
SummaryPart II: Manipulating Objects; Chapter 5: Creating and Editing Primitive Objects; Selecting System Units; Creating Primitive Objects; Exploring the Primitive Object Types; Using Architecture Primitives; Using Modeling Helpers; Summary; Chapter 6: Selecting Objects and Using Layers; Selecting Objects; Setting Object Properties; Hiding and Freezing Objects; Using Layers; Using the Scene Explorer; Setting Object Properties; Setting Display Properties; Summary; Chapter 7: Transforming Objects, Pivoting, Aligning, and Snapping; Translating, Rotating, and Scaling Objects
Working with the Transformation ToolsUsing Pivot Points; Using the Align Commands; Using Grids; Using Snap Options; Summary; Chapter 8: Cloning Objects and Creating Object Arrays; Cloning Objects; Understanding Cloning Options; Mirroring Objects; Cloning over Time; Spacing Cloned Objects; Using the Clone and Align Tool; Creating Arrays of Objects; Summary; Chapter 9: Grouping, Linking, and Parenting Objects; Working with Groups; Understanding Parent, Child, and Root Relationships; Building Links between Objects; Displaying Links and Hierarchies; Working with Linked Objects; Summary
Chapter 10: Organizing Scenes with Containers, XRefs, and the Schematic View

Sommario/riassunto

A complete reference covering the newest version of 3ds Max software Autodesk 3ds Max is the popular 3D modeling, animation, rendering, and compositing software preferred by game developers and graphic designers in film and television. This comprehensive reference not only introduces beginners to this pricey and complex software, but also serves as a reference for experienced users. Packed with expert advice from popular author Kelly Murdock, it begins with a Quick Start tutorial to get you up and running, then continues with more than 150 step-by-step tutorials, advanced coverage,
