

1. Record Nr.	UNINA9910975295003321
Autore	Derakhshani Randi
Titolo	Autodesk 3ds Max 2012 Essentials
Pubbl/distr/stampa	New York, : Wiley, 2011
ISBN	1-283-17728-5 9786613177285 1-118-11779-4
Edizione	[1st ed.]
Descrizione fisica	1 online resource (422 p.)
Collana	Autodesk official training guide Sybex serious skills Essentials
Altri autori (Persone)	DerakhshaniDariush
Disciplina	006.693 006.696
Soggetti	3ds max (Computer file) Computer animation Three-dimensional display systems Visual Arts Art, Architecture & Applied Arts Photography
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Autodesk 3ds Max 2012 Essentials; Letter from the Publisher; Dedication; Acknowledgments; About the Authors; Contents at a Glance; Contents; Introduction; Chapter 1: The 3ds Max Interface; Chapter 2: Your First 3ds Max Project; Chapter 3: Modeling in 3ds Max: Part I; Chapter 4: Modeling in 3ds Max: Part II; Chapter 5: Animating a Bouncing Ball; Chapter 6: Animating a Thrown Knife; Chapter 7: Character Poly Modeling: Part I; Chapter 8: Character Poly Modeling: Part II; Chapter 9: Character Poly Modeling: Part III; Chapter 10: Introduction to Materials: Red Rocket Chapter 11: Textures and UV Workflow: The Soldier Chapter 12: Character Studio: Rigging; Chapter 13: Character Studio: Animating; Chapter 14: Introduction to Lighting: Red Rocket; Chapter 15: 3ds Max Rendering; Chapter 16: mental ray and HDRI; Index; Advertisement;

Bonus Chapter 1: Particles

Sommario/riassunto

Get a jump-start on Autodesk 3ds Max 2012 essentials-with the Essentials! The new Essentials books from Sybex are beautiful, task-based, full-color Autodesk Official Training Guides that help you get up to speed on Autodesk topics quickly and easily. Autodesk 3ds Max 2012 Essentials thoroughly covers the fundamentals of this popular 3D animation effects, and visualization software, teaching you what you need to become quickly productive. By following the book's clear explanations, practical tutorials, and step-by-step exercises, you'll cover all the bases. Topics include modeling,
