Autodesk 3ds Max 2016: A Comprehensive Guide, 16th Edition

Consists of 922 (800+122**) pages of heavily illustrated text covering the following topics:

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Autodesk 3ds Max 2016

A Comprehensive Guide, 16th Edition

Revised & Updated Edition

Also available as eBook
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AUTODESK
Authorized Author

Sham Tickoo
Purdue University Calumet, USA

Synopsis

Autodesk 3ds Max is developed by Autodesk Inc., provides powerful tools for 3D modeling, animation, rendering, dynamics, and compositing. This enables game developers, visual effects artists, architects, designers, engineers, and visualization specialists to create stunning artwork. Additionally, the intuitive user interface and workflow tools of 3ds Max 2016 have made the job of design visualization specialists easier. Autodesk 3ds Max 2016: A Comprehensive GuideÂ textbook aims at harnessing the power of Autodesk 3ds Max for modelers, animators, and designers. The textbook caters to the needs of both the novice and the advanced users of 3ds Max. Keeping in view the varied requirements of the users, the textbook first introduces the basic features of 3ds Max 2016 and then gradually progresses to cover the advanced 3D models and animations. In this textbook, two projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users.This book will help you unleash your creativity, thus helping you create stunning 3D models and animations. The textbook will help the learners transform their imagination into reality with ease. Also, it takes the users across a wide spectrum of animations through progressive examples, numerous illustrations, and ample exercises.Following are the salient features of this book:Consists of 19 chapters and 1 project that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, and animation.The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that will be covered in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips.Self-Evaluation test, Review Questions, and Exercises are given at the end of each chapter so that the users can assess their knowledge. Â Brief Table of ContentsChapter 1: Introduction to Autodesk 3ds Max 2016Chapter 2: Standard PrimitivesChapter 3: Extended PrimitivesChapter 4: Working with Architectural ObjectsChapter 5: Splines and Extended SplinesChapter 6: Modifying SplinesChapter 7: Materials and MapsChapter 8: Modifying 3D Mesh ObjectsChapter 9: Graphite Modeling TechniqueChapter 10: NURBS ModelingChapter 11: Compound ObjectsChapter 12: ModifiersChapter 13: Lights and CamerasChapter 14: Animation BasicsChapter 15: Systems, Hierarchy, and KinematicsChapter 16: Rigid Body Dynamics and HelpersChapter 17: Particle FlowChapter 18: Particle Systems and Space Warps-IChapter 19: Particle Systems and Space Warps-IIProject 1: Creating a DinerIndexCADCIM Technologies, Prof. Sham Tickoo of Purdue University Calumet, and the team of dedicated contributing authors at CADCIM Technologies are committed to bring you the best textbooks and free teaching and learning resources on Computer Aided Design and Manufacturing

(CAD/CAM), Computer Programming and Applications, GIS, Civil, Animation and Visual Effects, and related technologies. We strive to be the first and the best. That is our promise and our goal. Our team of authors consists of highly qualified and experienced animation and visual effects artists who have a strong academic and industrial background. They understand the needs of the students, the faculty, and the challenges the students face when they start working in industry. All our books have been structured in a way that facilitates teaching and learning, and also exposes students to real-world applications. The textbooks, apart from providing comprehensive study material, are well appreciated for the simplicity of content, clarity of style, and the in-depth coverage of the subject.

Book Information

File Size: 126187 KB

Publisher: CADCIM Technologies; 16th Edition edition (August 26, 2015)

Publication Date: August 26, 2015

Sold by: Digital Services LLC

Language: English

ASIN: B014IYP2LU

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #954,580 Paid in Kindle Store (See Top 100 Paid in Kindle Store)   #312 in Books > Computers & Technology > Computer Science > AI & Machine Learning > Computer Vision & Pattern Recognition   #718 in Books > Computers & Technology > Databases & Big Data > Data Modeling & Design   #17151 in Kindle Store > Kindle eBooks > Computers & Technology

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