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Beginner's Guide To Shading and Texturing In 3ds Max 2016

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Beginners Guide To Shading And Texturing In 3ds Max 2016

**Dariush Derakhshani, Randi L.
Derakhshani**



Beginners Guide To Shading And Texturing In 3ds Max 2016:

Beginner's Guide to Shading and Texturing in 3ds Max 2016 Raavi O'Connor, 2015-09-02 The Beginner's Guide to Shading and Texturing in 3ds Max 2016 offers a hands on exercises based strategy for all those digital artists who have just started working on the 3ds Max and interested in learning shading and texturing in 3ds Max This brilliant guide takes you step by step through the whole process of shading and texturing In this book the author has covered material editors Autodesk Materials standard materials maps and mental ray's Arch Design material A better understanding of materials and maps gives you ability to add realism to your artwork The concepts you will learn using this book will immensely help you in creating realistic looking surfaces What You Will Learn 3ds Max basics Efficiently use Compact and Slate material editors Create shading networks using material editors Quickly apply shading to models using the Autodesk Materials Create variety of shading models using mental ray's Arch Design material Learn the mental ray's features such as Global Illumination Final Gather and Caustics Work with UVs using UV Editor What are the main features of the book The book is written using 3ds Max 2016 in an easy to understand language The Compact Material Editor and Slate Material Editor are covered Standard materials maps Autodesk Materials and the Arch Design material covered Global Illumination Final Gather and Caustics explained UVs manipulation using the UV Editor covered 25 Hands on exercises to hone your skills Detailed coverage of tools and features Additional tips guidance and advice are provided Important terms are in bold face so that you never miss them Support for technical aspect of the book 3ds Max files and textures used are available for download from the accompanying website More info bit.ly/3dsmaxshading *Beginner's Guide to Modeling, Shading, and Lighting in 3ds Max 2016* Raavi O'Connor, 2016-01-26 The Beginner's Guide to Modeling Shading and Lighting in 3ds Max 2016 offers a hands on exercises based strategy for all those digital artists no experience required who have just started working on the 3ds Max and interested in learning modeling shading texturing and lighting in 3ds Max This brilliant guide takes you step by step through the whole process of modeling shading and texturing All tools features and concepts are discussed in detail In this book the author has covered polygon and spline modeling techniques modeling processes using Ribbon material editors Autodesk Materials standard materials maps and mental ray's Arch Design material A better understanding of materials and maps gives you ability to add realism to your artwork Also the author has covered standard photometric and mental ray lights The concepts you will learn using this book will immensely help you in creating realistic looking models What You Will Learn Navigating the workspace Customizing the interface and understanding various UI components Working with the file management commands Understanding workspaces Understanding the enhanced menu system Using the navigational gizmos Polygon modeling techniques Modeling and painting processes using the Ribbon Spline modeling techniques Effecting use of modifiers Working with the useful but less talked about tools Efficiently use Compact and Slate material editors Create shading networks using material editors Quickly apply shading to models using the Autodesk Materials Create

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Texturing Techniques with 3ds Max 2017 Rising Polygon, 2016-10-21. The Texturing Techniques with 3ds Max 2017: The Ultimate Beginner's Guide, 2nd Edition textbook offers a hands-on, exercises-based strategy for all those digital artists who have just started working on the 3ds Max, no experience needed, and interested in learning texturing in 3ds Max. This brilliant guide takes you step by step through the whole process of texturing. From the very first pages, the users of the book will learn how to effectively use 3ds Max for shading surfaces. What are the main features of the book? The book is written using 3ds Max 2017 in an easy-to-understand language. Shading and texturing techniques covered: 31. Hands-on exercises to hone your skills. Detailed coverage of tools and features. Additional tips, guidance, and advice is provided. Important terms are in bold face so that you never miss them. Support for technical aspect of the book: 3ds Max files and textures used are available for download from the accompanying website. More info: goo.gl/9qBPK0

Modeling and Texturing Techniques with 3ds Max 2017 Rising Polygon, 2016-10-21. The Modeling and Texturing Techniques with 3ds Max 2017: The Ultimate Beginner's Guide, 2nd Edition textbook offers a hands-on, exercises-based strategy for all those digital artists who have just started working on the 3ds Max and interested in learning modeling and texturing in 3ds Max. This brilliant guide takes you step by step through the whole process of modeling and texturing. From the very first pages, the users of the book will learn how to effectively use 3ds Max for hard surface modeling and shading surfaces. What are the main features of the book? The book is written using 3ds Max 2017 in an easy-to-understand language. Polygon and Spline modeling techniques covered: All modifiers explained. Shading and texturing techniques covered: 65. Hands-on exercises to hone your skills. Detailed coverage of tools and features. Additional tips, guidance, and advice is provided. Important terms are in bold face so that you never miss them. Support for technical aspect of the book: 3ds Max files and textures used are available for download from the accompanying website. More info: goo.gl/OLp9ot

Autodesk 3ds Max 2016 - Modeling and Shading Essentials Raavi O'Connor, 2015-09-03. The Autodesk 3ds Max 2016 Modeling and Shading Essentials offers a hands-on, exercises-based strategy for all those digital artists, no experience required, who have just started working on the 3ds Max and interested in learning modeling, shading, and texturing in 3ds Max. This brilliant guide takes you step by step through the whole process of modeling, shading, and texturing. All tools, features, and concepts are discussed in detail. In this book, the author has covered polygon and spline modeling techniques, modeling processes using Ribbon material editors, Autodesk Materials standard materials, maps, and mental ray's Arch Design material. A better understanding of materials and maps gives you ability to add realism to your artwork. The concepts you will learn using this book will immensely help you in creating realistic-looking models. What You Will Learn: Navigating the workspace, Customizing the interface and understanding various UI components, Working with the file management commands, Understanding workspaces.

Understanding the enhanced menu system Using the navigational gizmos Polygon modeling techniques Modeling and painting processes using the Ribbon Spline modeling techniques Effecting use of modifiers Working with the useful but less talked about tools Efficiently use Compact and Slate material editors Create shading networks using material editors Quickly apply shading to models using the Autodesk Materials Create variety of shading models using mental ray's Arch Design material Learn the mental ray's features such as Global Illumination Final Gather and Caustics Work with UVs using UV Editor What you need To complete the examples and hands on exercises in this book you need v2016 of Autodesk 3ds Max To know more about 3ds Max visit the following links <http://www.autodesk.com/products/3ds-max/overview> If you are an educator or student you can access free Autodesk software from the Autodesk Education Community The Autodesk Education Community is an online resource with more than five million members that lets educators and students to download free Autodesk software In addition you can connect with millions of other digital artists to know about latest and greatest in the CG industry What are the main features of the book Content written using 3ds Max 2016 in an easy to understand language 43 Hands on exercises to hone your skills Detailed coverage of tools and features Additional tips guidance and advice are provided Important terms are in bold face so that you never miss them Support for technical aspect of the book Free textures background design and 3ds max files available for download from the accompanying website How This Book Is Structured This book is divided into following units Unit M1 Introduction to 3ds Max I Unit M2 Introduction to 3ds Max II Unit M3 Working with Geometric Primitives and Architectural Objects Unit M4 Working with Polygons Unit M5 Graphite Modeling Tools Unit M6 Working with Shapes Unit M7 Modifiers Unit MH1 Hands on Exercises Modeling Unit S1 Material Editors Unit S2 Standard Materials and Maps Unit S3 Mental Ray and Autodesk Materials Unit SH1 Hands on Exercises Shading I Unit SH2 Hands on Exercises Shading II Unit SH3 Hands on Exercises Shading III More info bit.ly/modeling_texturing

Beginner's Guide to Mental Ray and Autodesk Materials in 3ds Max 2016 Raavi O'Connor, 2015-07-19 This book is aimed at those digital artists who have just started working on the 3ds Max In this book I have covered Autodesk and mental ray materials A better understanding of materials and maps gives you ability to add realism to your artwork The concepts you will learn using this book will help you a lot when you will apply shaders and textures to your models This book is written in an easy to understand language The important terms are in bold face so that you never miss them This book is written using 3ds Max 2016 However you can use it without a problem with 3ds Max 2015 as well What You Will Learn You will learn how to use Autodesk and mental ray materials to model realistic looking surfaces The parameters are explained with examples and related screen captures Additional tips guidance and advice is provided in form of Tips Notes and Warnings You will gain skills by completing the examples provided in the book How This Book Is Structured This book is organized to provide you with the knowledge needed to master the standard materials and related maps This book is divided into three sections Section A Global Illumination Final Gathering and Caustics The mental ray renderer offers two methods for achieving the

Global Illumination photon tracing and final gathering This section deals with these two methods as well as the caustics The example used in the section allow you to grasp the concept explained Section B Autodesk Materials 3ds Max comes with three types of mental ray materials Autodesk Materials Arch Design material and Special Purpose mental ray materials This section deals with the Autodesk materials Section C Arch Design Material This section deals with the Arch Design material This material is a monolithic material designed to support most of the material that you will use in the architectural and product design renderings This material is highly tuned for modeling fast glossy reflective and refractive surfaces What you need To complete the examples in this book you need v2016 of Autodesk 3ds Max However the book is also compatible with the v2015 of 3ds Max To know more about 3ds Max visit the following links 3ds Max <http://www.autodesk.com/products/3ds-max/overview> What are the main features of the book Global Illumination Final Gather and Caustics explained 9 examples to hone your skills Additional tips guidance and advice is provided in from of Tips Notes and Warnings Important terms are in bold face so that you never miss them Support for technical aspect of the book 3ds Max files and textures used are available for download *3ds Max 2018 - Getting Started with Modeling, Texturing, and Lighting* Ravi Conor,2017-08-31 The 3ds Max 2018 Getting Started with Modeling Texturing and Lighting textbook is divided into two parts Part A covers modeling whereas Part B covers shading and lighting techniques in 3ds Max 2018 This textbook offers a hands on exercises based strategy for all those digital artists who have just started working on the 3ds Max no experience needed and interested in learning modeling shading and lighting in 3ds Max This brilliant guide takes you step by step through the whole process of modeling texturing UV Mapping and Lighting From the very first pages the users of the book will learn how to effectively use 3ds Max for modeling shading and lighting surfaces The strength of this book is that it teaches all of the important concepts in an easy to understand language As the readers move from hands on exercise to hands on exercise they will be building their own portfolio of high quality artwork One unit of the book presents a foundation of techniques to help you build custom textures maps and designs using Photoshop Videos are provided for the hands on exercises of this unit What are the main features of the book The book is written using 3ds Max 2018 in an easy to understand language Polygon and Spline modeling techniques covered All modifiers deformer explained Shading texturing lighting and UV mapping techniques covered 70 Hands on exercises 21 videos for Unit MT1 and practical tests to hone your skills Detailed coverage of tools and features Additional tips guidance and advice is provided Important terms are in bold face so that you never miss them Support for technical aspect of the book 3ds Max Photoshop files and textures used are available for download from the accompanying website Bonus hands on exercises You will also get access to a ePub file that has the color images of the screenshots diagrams used in this book These images will help you to understand the hands on exercises and output The ePub file is included with the resources How This Book Is Structured This book is divided into following units Part A Modeling Unit MI1 Introduction to 3ds Max I Unit MI2 Introduction to 3ds Max II Unit MM1 Working with Geometric Primitives and

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3ds Max 2018 Ravi Conor,Elizabeth VT,2017-08-30 The 3ds Max 2018 Getting Started with Standard Materials and Lights textbook offers a hands on exercises based strategy for all those digital artists who have just started working on the 3ds Max no experience needed and interested in learning texturing and lighting in 3ds Max This brilliant guide takes you step by step through the whole process of texturing UV Mapping and Lighting From the very first pages the users of the book will learn how to effectively use 3ds Max for shading and lighting surfaces The strength of this book is that it teaches all of the important concepts in an easy to understand language As the readers move from hands on exercise to hands on exercise they will be building their own portfolio of high quality artwork One unit of the book presents a foundation of techniques to help you build custom textures maps and designs using Photoshop Videos are provided for the hands on exercises of this unit What are the main features of the book The book is written using 3ds Max 2018 and Photoshop CC 2017 in an easy to understand language Shading texturing lighting and UV mapping techniques

covered 49 Hands on exercises to hone your skills Detailed coverage of tools and features Additional tips guidance and advice is provided Important terms are in bold face so that you never miss them Support for technical aspect of the book 3ds Max files and PSDs textures used are available for download from the accompanying website You will also get access to a ePub file that has the color images of the screenshots diagrams used in this book These images will help you to understand the HOEs and output The ePub file is included with the resources TOC This book is divided into following units Unit MT1 Creating Textures in Photoshop Unit MT2 Material Editors Unit MT3 Standard Materials and Maps Unit MT4 Physical and Autodesk Materials Unit ML1 Standard Lights Unit ML2 Photometric Lights Unit ML3 Sunlight and Daylight Systems Unit MBT Bonus hands on Exercises more info [bit ly rpolygon](http://bit.ly/rpolygon)

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