



Raavi O'Connor



Beginner's Guide To Create Models In 3ds Max 2016

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Beginners Guide To Create Models In 3ds Max 2016

Raavi O'Connor



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quality artwork What you need To complete the examples and hands on exercises in this textbook you need 2018 version of Autodesk 3ds Max 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 explained 34 Hands on exercises 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 files and 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 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 Unit MI1 Introduction to 3ds Max I Unit MI2 Introduction to 3ds Max II Unit MM1 Working with Geometric Primitives and Architectural Objects Unit MM2 Working with Polygons Unit MM3 Graphite Modeling Tools Unit MM4 Working with Shapes Unit MM5 Modifiers Unit MB Bonus Hands on Exercises

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developed by Autodesk Inc It is widely used by architects game developers design visualization specialists and visual effects artists A wide range of modeling and texturing tools make it an ideal platform for 3D modelers and animators The intuitive user interface and workflow tools of Autodesk 3ds Max have made the job of design visualization specialists easier Autodesk 3ds Max 2018 for Beginners A Tutorial Approach is a tutorial based book that introduces the readers to the basic features of 3ds Max 2018 created on real world model through tutorials The book caters to the needs of both the novice and the advanced users of the software This book will help you unleash your creativity and help you create simple and complete 3D models and animations The book will help the learners transform their imagination into reality with ease Salient Features Consists of 17 chapters and 5 real world based projects 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 are 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 are given at the end of each chapter so that the users can assess their knowledge Student project has been given at the end of this book to test and enhance the skills of students Table of Contents Chapter 1 Introduction to Autodesk 3ds Max 2018 Chapter 2 Primitive Objects I Chapter 3 Primitive Objects II Chapter 4 Working with Splines I Chapter 5 Working with Splines II Chapter 6 Lofting Twisting and Deforming Objects Chapter 7 Material Editor Creating Materials Chapter 8 Material Editor Texture Maps I Chapter 9 Material Editor Texture Maps II Chapter 10 Material Editor Controlling Texture Maps Chapter 11 Material Editor Miscellaneous Materials Chapter 12 Interior Lighting I Chapter 13 Interior Lighting II Chapter 14 Animation Basics Chapter 15 Complex Animation Chapter 16 Rendering Chapter 17 Creating Walkthrough Project 1 Creating a Windmill Project 2 Creating a Diner Project 3 Architectural Project Project 4 Corporate Design Project Project 5 Creating a Computer Center Index

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