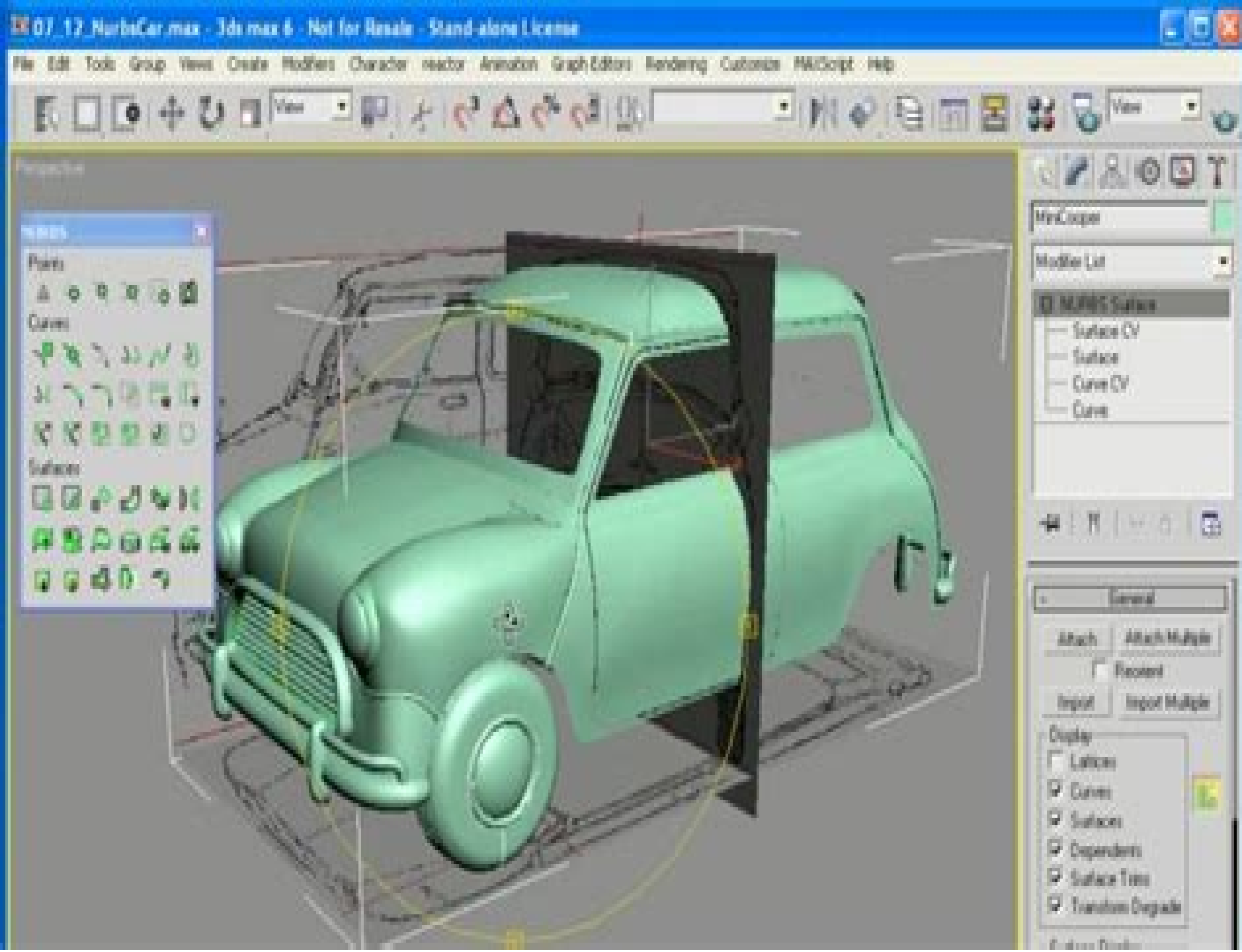




Autodesk 3ds Max 2007 Tutorial Guide

Prof. Sham Tickoo



Autodesk 3ds Max 2007 Tutorial Guide:

3D Max 2019 Training Guide Linkan Sagar, Nisha Gupta, 2019-09-18 Let Your Creativity travel without moving your feet DESCRIPTION Book is short lively and based on practical platforms Everything has been given step by step by using real world and imagined examples It takes the reader through the content design process explaining everything along the way Welcome to the world of Autodesk 3ds Max a 3D modeling animation and rendering software package 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 2019 Training guide is a tutorial based textbook that introduces the readers to the basic features of 3ds Max 2019 created on real world model through tutorials The textbook caters to the needs of both the novice and the advanced users of the software This textbook will help you unleash your creativity and help you create simple and complete 3D models and animations The textbook will help the learners transform their imagination into reality with ease KEY FEATURES Step by step explanation Tutorial book using real world example Easy to Learn and simple to understand WHAT WILL YOU LEARN 3Ds max its graphical user interface Standard extended primitives Spline Nurbs curves object space modifiers Basic and Advance modelling tools WHO THIS BOOK IS FOR 3D designer 3D modular and Interior designer Table of Contents 1 Introduction Overview 2 Create Geometry 3 Create Shape and Basic Tool 4 Modify Object Space Modifiers 5 Basic Tools 6 Advance Modeling Tools **Autodesk 3ds Max 2023: A Comprehensive Guide, 23rd Edition** Prof. Sham Tickoo, 2023-01-24 Autodesk 3ds Max 2023 A Comprehensive Guide book aims at harnessing the power of Autodesk 3ds Max for modelers animators and designers The book 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 book first introduces the basic features of 3ds Max 2023 and then gradually progresses to cover the advanced 3D models and animations One project based on the tools and concepts covered in the book has been added to enhance the knowledge of the users Additionally in this edition the readers will be able to learn about some new and enhanced features introduced in 3ds Max 2023 such as Auto Backup toolbar Snap Working Pivot Tools Active Viewport icon and so on This book will help you unleash your creativity thus helping you create stunning 3D models and animations Salient Features Consists of 18 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 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 Tests and Review Questions at the end of each chapter to help the users assess their knowledge Table of Contents Chapter 1 Introduction to Autodesk 3ds Max 2023 Chapter 2

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