

Read Book 3ds
Max 9 Essentials
Autodesk Media
3ds Max 9
And
Entertainment
Courseware
Autodesk
Media And E
ntertainment
Courseware

Kelly L. Murdock's
Autodesk 3ds Max
2020 Complete

Read Book 3ds Max 9 Essentials

Autodesk Media

Reference Guide is a
And popular book among
Entertainment users new to 3ds

Max and is used
Courseware

extensively in
schools around the
globe. The success
of this book is found
in its simple easy-to-
understand
explanations
coupled with its
even easier to follow
tutorials. The

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Autodesk Media
And
Entertainment
Courseware

tutorials are laser
focused on a
specific topic

without any extra
material, making it
simple to grasp
difficult concepts.

The book also
covers all aspects of
the software,
making it a valuable
reference for users
of all levels. The
Complete Reference

Read Book 3ds Max 9 Essentials

Autodesk Media

And
Entertainment

Guide is the ultimate
book on 3ds Max,
and like Autodesk's

3D animation

software, it just gets
better and better
with each release.

Whether you're new
to 3ds Max or an
experienced user,
you'll find

everything you need
in this complete
resource. The book

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Autodesk Media
And
Entertainment
Courseware

kicks off with a
getting started
section, so

beginners can jump
in and begin
working with 3ds
Max right away.

Experienced 3ds
Max users will
appreciate advanced
coverage of features
like crowd
simulation, particle
systems, radiosity,

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Entertainment
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MAXScript and more. Over 150 tutorials – complete with before and after files – help users at all levels build real world skills. What is Autodesk 3ds Max? Autodesk 3ds Max is a popular 3D modeling, animation, rendering, and compositing

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Autodesk Media
And
Entertainment
Corporation
software widely
used by game
developers and
graphic designers in
the film and
television industry.

What you'll learn
Discover all the new
features and
changes in 3ds Max
2020 Learn how to
reference, select,
clone, group, link
and transform

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Autodesk Media
And
Entertainment
Courseware

objects Explore 3D

modeling and how
to apply materials

and textures Set
impressive scenes

with backgrounds,
cameras and

lighting Master

smart techniques for
rendering,

compositing and

animating Create

characters, add

special effects, and

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Courseware

finish with dynamic

animations such as

hair and cloth Get

comfortable with

key tools such as

Track View,

Quicksilver, mental

ray[®], Space Warps,

MassFX and more

Who this book is for

This comprehensive

reference guide not

only serves as a

reference for

Read Book 3ds Max 9 Essentials

Autodesk Media
And
Entertainment
introduces

beginners to this complex software. Packed with expert advice from popular author Kelly Murdock, it begins with a getting started section to get you up and running, then continues with more

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Autodesk Media
And
Entertainment
Creative
Cloud
Software

than 150 step-by-step tutorials, in depth coverage of advanced features, and plenty of tips and timesavers along the way.

Section Videos Each section of the book has a corresponding video. In each video author Kelly Murdock gives a brief overview of the

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contents of that section in the book, and covers some of the basics from the chapters within that section.

Description The Autodesk 3ds Max 2021: Modeling Essentials, 3rd Edition textbook walks you through every step of creating 3D models

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Autodesk Media
with 3ds Max 2021.
And
Entertainment
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This guide is perfect for both novices and those moving from other software to 3ds Max. This book will help you to get started with modeling in 3ds Max, you will learn important concepts and techniques about 3D modeling which you can

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utilize to create hard-surfaced objects for your projects. You will also learn about managing external design data in 3ds Max 2021. Using a structured and pragmatic approach, this guide begins with the basics of modeling, then builds on this knowledge using

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practical examples
to enhance your
modeling skills.

Each unit builds on
the knowledge
gained in the
previous unit,
showing you all the
essentials of
modeling with 3ds
Max 2021. As you go
from hands-on
exercise to hands-
on exercise, you'll

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develop a strong
arsenal of skills that
combined will form
a complete end to
end process to
create high-quality
models using 3ds
Max 2021. This book
shares tips, tricks,
notes, and cautions
throughout, which
will help you
become a better 3ds
Max artist and you

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will be able to speed up your workflow. This book is aimed to be a solid teaching resource for learning 3ds Max. It avoids any jargon and explains concepts and techniques in an easy-to-understand manner. The first page of every unit summarizes the

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topics that will be covered in the unit. Hands-on exercises in this book instruct users how things can be done in 3ds Max step-by-step.

Key Features

Covers 3ds Max's user interface, navigation, tools, functions, and commands.

Explains the

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polygon,
subdivision, and
spline modeling
techniques. Covers
all modifiers.

Explains how to
manage external
design data.

Detailed coverage of
tools and features.

Features 34 hands-
on exercises -
complete with
before and after

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files. Features 40+ practice activities to test the knowledge gained. Additional guidance is provided in the form of tips, notes, and cautions. Important terms are in boldface so that you never miss them. The content under "What just happened?" heading

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Courseware

explains the working
of the instructions.

The content under
"What next?"

heading tells you
about the procedure
you will follow after
completing a
step(s). Tech
support from the
author. Access to
each exercise's
initial and final
states along with the

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Autodesk Media
resources used in
hands-on exercises.

Quiz to assess
knowledge. Bonus
hands-on exercises.

Includes a PDF file
that contains the
color images of the
screenshots/illustrat
ions used in the
textbook. These
color images will
help you in the
learning process.

Read Book 3ds Max 9 Essentials

This PDF file is
included with the
resources. Brief

Table of Contents

This book is divided
into following units:
Unit 1: Introduction
to 3ds Max -I Unit 2:
Introduction to 3ds
Max -II Unit 3:
Geometric
Primitives and
Architectural
Objects Unit 4:

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Autodesk Media
Polygon Modeling
And
Unit 5: Graphite
Modeling Tools Unit
6: Spline Modeling
Unit 7: Modifiers
Unit 8: External
Design Data Unit 9:
Bonus Hands-on
Exercises For more
info, visit PADEXI
ACADEMY'S
website.
The most
comprehensive e-

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Autodesk Media
And
Autodesk 3ds

Max2013! Autodesk

3ds Max is used to
create 80 percent of
commercially availab
le games and is also
a key tool for visual
effects artists and
graphic designers in
film and television.

This convenient-
book covers the
2013 version in

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expanded detail,
including 12 chapter-
length quick-start
projects and 39
additional chapters
not found in the print
version. Along with
complete
references detailing
all Primitives,
Modifiers, Materials,
Maps,
and Controllers, it
covers advanced

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Autodesk Media

topics such as

Patches,

NURBS, Radiosity,

Network Rendering,

and MAXScript. It's

the perfect resource

for both novices and

pros. 3ds Max is the

tool of choice for

game developers as

well as visual effects

artists and graphic

designers in the film

and TV industries

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This comprehensive e-book includes complete coverage of 3ds Max 2013, and is well suited for beginners and experts alike, as well as for educational markets teaching beginning to advanced courses using 3ds Max. Features a complete reference

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Autodesk Media
And
Entertainment
Courseware
for all Primitives,
Modifiers, Materials,
Maps, and

Controllers Covers
Patches, NURBS,
Radiosity, Network
Rendering,
MAXScript, and other
advanced topics
Includes 12 chapter-
length quick-start
projects as well as
39 chapters not
found in the print

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Autodesk Media
And version, all packed
with timesavingtips
and expert advice

Entertainment
Courseware
Third-party models
and bonus tutorials
are available on CD
and can be obtained
by readers by
emailing a request t
o 3dsmax13cd@wiley.com
Autodesk 3ds
Max 2013 Bible,
Expanded Edition by
veterancomputer

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Autodesk Media
graphics author
Kelly Murdock is the
comprehensive e-
bookguide for every
3ds Max user.

Start animating right
away with this
tutorial-based guide
to Autodesk 3ds
Max 2016 Autodesk
3ds Max 2016
Essentials is your
perfect hands-on
guide to start

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Autodesk Media
And
Entertainment
Your software

animating quickly.
Using approachable,
real-world exercises,
you'll master the
fundamentals of this
leading animation
software by
following full-color
screen shots step
by step. Each
chapter opens with
a quick discussion
of concepts and
learning objectives,

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Autodesk Media
And then launches
into hands-on
tutorials that give
you firsthand
experience and a
good start on
preparing for the
3ds Max certification
exam. You'll learn
the basics of
modeling, texturing,
animating, and
visual effects as you
create a retro-style

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alarm clock, animate
a thrown knife,
model a chair, and
more. Whether
you're a complete
beginner or
migrating from
another 3D
application, this task-
based book
provides the solid
grounding you need
in Autodesk 3ds
Max 2016. Model

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your character with
polygons, meshes,
and more Add
motion with simple
and complex
animations Add
color and textures to
visualize materials
and surfaces Render
interior scenes with
great lighting and
camera placement If
you want to learn
3ds Max quickly and

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Max 9 Essentials

Autodesk Media
painlessly,

Autodesk 3ds Max
2016 Essentials

helps you start
animating today.

Mastering Autodesk
3ds Max 2013

Essential CG

Lighting Techniques
with 3ds Max

Autodesk 3ds Max
2014 Essentials

Autodesk Official
Press

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Autodesk Media
Simulating Visitor
And
Behavior

CG Artists 3ds Max
Bundle
Cinema 4D

**Polymodeling is
a modeling
technique used
in 3d modeling.
Unlike box
modeling, or
other forms of
modeling where
you start out
with a basic**

Read Book 3ds
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Autodesk Media
form or
And
primitive object
Entertainment
that determines
Courseware
the mass of an
object, artists
can use the
polygon (the
basic building
block of all of
the primitives
available in 3ds
Max). This
approach allows
for more control

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Autodesk Media
over the flow,
And
placement and
Entertainment
detail of the
Courseware
meshes that are
built. Placement
of
vertices/points,
edges and all
other sub-
elements that
build our models
is determined by
the user, rather
than pre-

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Autodesk Media
And
Entertainment
Courseware
determined by a
computer
generated
primitive. This

book is a
collection of
tips, tricks and
techniques on
how to create
professional
models for
advertising on
T.V and the web.
The author has

Read Book 3ds
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Autodesk Media
tons of industry
And
experience using
Max toward this
end, and he
shares the
secrets of his
trade. As
Production
Modeler for some
of today's
hottest studios
(including
GuerillaFx, Coke
Zero, MTV, Old

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Autodesk Media

Navy, Nike,
And (Target, HP) Todd
Daniele brings

real-world
experience to
the book.

Daniele teaches
the technical
aspects of
polymodeling,
while showing
how to
ultimately
create content

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Autodesk Media
in a dynamic,
And
efficient
Entertainment
manner.

Associated web
site offers
instructional
files that show
the models in
progressive
stages of
development;
plus a
supporting
internet forum:

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Autodesk Media
And
Entertainment
Courseware

readers can log-
on to this forum
to ask questions
or comment on
anything covered
in the book.

This text helps
you write your
own MAXScript
functions and
utilities to
create custom
tools and UI
elements, and

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Max 9 Essentials
Autodesk Media

automate

repetitive

tasks. The

Companion CD-ROM

contains media

files that allow

you to practice

the techniques

with real-world

examples.

Get a jump-start

on Autodesk 3ds

Max 2012

essentials—with

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Max 9 Essentials
Autodesk Media
the Essentials!
And 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.

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Max 9 Essentials
Autodesk Media
Autodesk 3ds Max
And
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

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Autodesk Media
And
Entertainment
Courseware

following the
book's clear
explanations,
practical
tutorials, and
step-by-step
exercises,
you'll cover all
the bases.
Topics include
modeling,
animation,
rendering,
rigging,

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Autodesk Media
compositing, and
And much more.
Whether you're
an aspiring 3D
designer or a
professional
brushing up on
the basics, here
is the essential
grounding you
need in 3ds Max
2012. Covers
Autodesk 3ds Max
2012

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And
Entertainment
Courseware
productive with
the software
Uses
straightforward
explanations and
real-world,
hands-on
exercises and
tutorials to
teach the
software's core

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Autodesk Media
features and

And
functions Helps
you develop the

Entertainment
skills you'll

Courseware
need throughout

an animation

production

pipeline,

whether you're a

beginner or a

more experienced

user brushing up

on the basics

Uses a task-

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Autodesk Media
based approach
And covers
Entertainment
topics such as
Polygonware
polygon
modeling,
materials and
mapping,
lighting, using
mental ray, HDRI
images, and more
This book is an
Autodesk
Official
Training Guide

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If you want to
get quickly up
to speed on 3ds

Max, Autodesk

3ds Max 2012

Essentials is
the place to
start.

Video game and
feature-film
artists have
used 3ds Max to
create Halo 2,
King Kong, Myst

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Autodesk Media
V, and more. Now
And you can harness
Entertainment
this popular
animation
software with
the clear, step-
by-step
instructions in
this easy-to-
follow guide.
This book breaks
down the
complexities of
3D modeling,

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Autodesk Media
texturing,
And
animating, and
Entertainment
visual effects.
Courseware
Clear-cut
explanations,
tutorials, and
hands-on
projects help
build your
skills and a
special color
insert includes
real-world
examples from

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Autodesk Media
talented 3ds Max
And
beginners. Note:
CD-ROM/DVD and
Courseware
other
supplementary
materials are
not included as
part of eBook
file.

Autodesk 3ds Max
2012 Essentials
Autodesk 3ds Max
9
Autodesk 3ds Max

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Autodesk Media
9 Essentials
Foundation for
Games Entertainment

Kelly L.

Murdock's

Autodesk 3ds Max

2020 Complete

Reference Guide

Introducing

Autodesk 3ds Max

2011

The Autodesk 3ds

Max 2021: A Detailed

Guide to Arnold

Page 57/230

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*Autodesk Media
And
Entertainment
Courseware*

*Renderer, 3rd Edition
book walks you
through every step of
rendering projects
using Arnold for 3ds
Max. This
comprehensive guide
caters to the novices
and intermediate
users of Arnold for
3ds Max. This book
will help you to get
started with Arnold,
you will learn*

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And
Entertainment
Courseware*

*important concepts
and techniques about
rendering which you
can utilize to create
high quality renders.
Using a structured
and pragmatic
approach this guide
begins with the basics
of Arnold, then builds
on this knowledge
using practical
examples to enhance
your skills. Each unit*

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Autodesk Media

*builds on the
knowledge gained in
the previous unit,*

*showing you all the
essentials of*

*rendering with Arnold
for 3ds Max, from*

sampling and ray

depth, to shaders,

maps, camera effects,

and AOVs. As you go

from hands-on

exercise to hands-on

exercise, you'll

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*develop a strong
arsenal of skills that
combined will form a
complete end to end
process to create high
quality renders using
Arnold for 3ds Max.
This book shares tips,
tricks, notes, and
cautions throughout,
which will help you
become a better 3ds
Max rendering artist
and you will be able to*

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*Autodesk Media
And
Entertainment
Courseware*

*speed up your
workflow. This book is
aimed to be a solid
teaching resource for
learning Arnold for
3ds Max. It avoids
any jargon and
explains concepts and
techniques in an easy-
to-understand
manner. The first
page of every unit
summarizes the
topics that will be*

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Autodesk Media
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Courseware
covered in the unit.

Hands-on exercises in
this book instruct

users how things can
be done in Arnold for
3ds Max step-by-step.

Salient Features • A
comprehensive guide
to learning and using
Arnold for 3ds Max. •
Covers all the basics
as well as advanced
topics using easy to
follow, hands-on

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Courseware

*exercises. • Covers
material editors. •*

*Explains what is
Arnold and how it is
different from other
renderers. • Covers
Arnold lights and light
filters. • Covers
Arnold shaders,
materials, and maps.
• Covers the motion
blur and depth-of-field
effects. • Covers
AOVs and Arnold*

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render settings. •

*Cover the Physical
material. • Detailed*

*coverage of nodes
and features. •*

*Features more than
23 hands-on*

*exercises – complete
with before and after*

files. • Contains

*practice activities to
test the knowledge*

gained. • Additional

guidance is provided

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*Autodesk Media
And
Entertainment
Sourceware*

*in the form of tips,
notes, and cautions. •*

*Important terms are in
boldface so that you
never miss them. •*

*The content under the
"What just
happened?" heading
explains the working
of the instructions. •*

*The content under the
"What next?" heading
tells you about the
procedure you will*

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follow after

completing a step(s).

- *Tech support from the author.*
- *Access to each exercise's initial and final states along with the resources used in hands-on exercises.*
- *Quiz to assess knowledge.*
- *Includes a PDF file that contains the color images of the screens*

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*hots/illustrations used
in the textbook. These
color images will help
you in the learning
process. This PDF file
is included with the
resources. For more
info, visit Padexi
Academy's Website.
Great guide to the
fundamentals of
Autodesk 3ds
Max2014 This
Autodesk Official*

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*Autodesk Media
And
Entertainment
Autodesk 3ds Max
Creative Cloud*

Press guide is just what you need to learn the basics of Autodesk 3ds Max 2014 quickly and easily. Through a series of cool projects like designing an alarm clock, animating a thrown knife, or lighting a scene, you'll learn the essentials of modeling, rigging, animating, and

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*rendering using
the popular Autodesk
3ds Max 3D
animation and effects
software. It's
a practical, hands-on
approach allowing
you to constantly
reinforcing skills as
you learn them.
Downloadable before-
and-after project files
let you to
compare your work to*

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*Autodesk Media
And
Entertainment
Copyright*

*that of 3ds Max
professionals. Even if
you already have
experience with 3ds
Max, this book is a
great reference
for renewing your
skills. And, it will help
all users review
and prepare for the
Autodesk 3ds Max
2014 certification
exams. Helps
beginners and those*

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*Autodesk Media
And
Entertainment
Courseware*

*migrating from other
3D animation
and effects programs
get up and running on
Autodesk 3ds Max
2014 Features a
realistic, task-based
approach, so readers
learn via a series of
hands-on projects
using downloadable
files, all backed with
ample instruction,
explanation, and*

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Autodesk Media
illustration Covers
And
modeling, rigging,
Entertainment
animating, rendering,
Courseware
skinning, architectural
visualization, and
more Written by
Autodesk Authorized
Authors and is an
Autodesk Official
Press book Get
firsthand experience
with 3ds Max, as well
as a good start on
preparing for the

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Autodesk Media
Autodesk 3ds Max
And
2014 Certified
Professional exam,
with Autodesk 3ds
Max 2014 Essentials.

Write your own
MAXScript functions
and utilities to
automate repetitive
tasks and create
custom tools and UI
elements. Beginning
with an introduction to
essential

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Autodesk Media
programming

And
concepts, you learn
the MAXScript basics

that include cloning
objects, MAX

commands, toolbar
access, picking scene

nodes, picking points,
and using the

mousetrack command
and painter interface.

Real-world tutorial
examples are

provided throughout

Read Book 3ds Max 9 Essentials Autodesk Media

*the book to
demonstrate how to
use the MAXScript
techniques in your
own production
environment.*

*Get professional
training in 3ds Max
from this Autodesk
Official Training Guide
Extremely popular
with video game
designers as well as
architects, 3ds Max*

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*Autodesk Media
And
Entertainment
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offers integrated 3D modeling, animation, rendering, and compositing tools designed to streamline production. If you already have a working knowledge of 3ds Max basics, this official guide will take your skills to the next level. Detailed tutorials cover all the latest features of 3ds

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*Autodesk Media
And
Entertainment
Community*

Max. From modeling, texturing, animation, and architectural visualization to high-level techniques for film, television, games, and more, this book provides professional-level instruction on 3ds Max. Those who are proficient in 3ds Max basics can take their 3D animation skills to

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*Autodesk Media
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Entertainment
Courses*

*the next level with this
Autodesk Official
Training Guide Offers
industry-level training,
with diverse tutorials
that showcase
techniques used in
actual animations for
games, film, TV, and
architectural
visualization Covers
modeling, texturing,
animation, visual
effects, and high-level*

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Max 9 Essentials
Autodesk Media
And
Entertainment
Environment
Courseware
techniques as well as
all the latest features
of 3ds Max Also
recommended as a
preparation guide to
Autodesk's 3ds Max
Associate and
Professional exams
Mastering Autodesk
3ds Max will help
intermediate to
advanced 3ds Max
users develop and
sharpen their skills in

Read Book 3ds
Max 9 Essentials

Autodesk Media
And
*this popular animation
and effects software.*

Autodesk 3ds Max
2013 Bible

Learning Autodesk
3ds Max 2010

Foundation for
Games

Autodesk 3ds Max
2021

MAXScript Essentials
3ds Max 9 Essentials

3ds Max 9 Bible

Create stunning

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Autodesk Media
And
Entertainment
Courseware

***renders of your
3ds Max models
in mental ray with
this concise
guide. Learn all
of the essential
concepts such as
indirect
illumination,
materials, render
options, shaders,
and lighting.***

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And
Entertainment
Courseware

***Rendering with
mental ray and
3ds Max, Second
Edition is now
revised to cover
Autodesk Revit
and special
effects. The
companion
website includes
all of the
necessary***

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And
Entertainment
Courseware

***project files from
inside the book.
Bring 3D film
effects to the big
screen. Generate
realistic
characters for a
top-selling game.
Create rich and
complex design
visualization.***

Autodesk® 3ds

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Max 9 Essentials

Autodesk Media
And
Entertainment
Courseware

***Max® 9 lets you
maximize your
productivity and
tackle***

***challenging
animation
projects. And this
book, developed
by Autodesk
insiders, lets you
master the
essential tools***

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Max 9 Essentials

*Autodesk Media
And
Entertainment
Courseware*

***and techniques.
Learn how to use
3ds Max 9
confidently in a
production
environment.
Each chapter of
this book has a
series of theory
lessons and one
lab. The theory
lessons***

Read Book 3ds
Max 9 Essentials

Autodesk Media
And
Entertainment
Courseware

***introduce you to
the functional
areas of 3ds Max
and explain these
features with
short simple
examples. The
lab demonstrates
a practical
application of the
theory.***

Combined, each

Read Book 3ds
Max 9 Essentials

Autodesk Media

chapter delivers

a sound

And
Entertainment
understanding of

Courseware
the functions,

features and

principles behind

3ds Max 9, and

shows you how

to apply this

knowledge to real-

world situations.

As a textbook for

Read Book 3ds
Max 9 Essentials

Autodesk Media

***learning the
fundamentals of
modeling, rigging
and animating 3D-
modeled***

***characters for
use in video
games, this step-
by-step lesson
book builds on
the reader's
modeling skills***

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Max 9 Essentials

Autodesk Media

***acquired from
reading Volume I.***

And
Entertainment
Courseware

***The reader will
model characters***

for the Castle

Environment

created in

Volume I, which

will be rigged

using the

Character

Animation Toolkit

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Max 9 Essentials
Autodesk Media
And
Entertainment
Courseware

***(CAT) in 3ds Max
and animated
with game
moves. The Skin
Modifier is used
for associating
the meshes to the
rigs and the
characters are
then exported to
the Unity game
engine and***

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And
Entertainment
Courseware

***integrated into
the Castle Scene
with a Third
Person Character
camera. As the
text introduces
new modeling
skills, it
additionally calls
on the reader to
perform repetitive
tasks, reinforcing***

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And
Entertainment
Courseware

***skills learned in
the process. The
content is
presented as if
the reader is in a
working video
game studio,
being
responsible for
researching
asset design and
providing the***

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Max 9 Essentials
Autodesk Media

***team with
placeholder
assets and final
model assets that
are unwrapped
and custom
textured using
both box
mapping and the
3ds Max Quick
Peel tool.***

Although the text

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Autodesk Media
And
Entertainment
Courseware

***uses Autodesk
3ds Max for the
modeling
program, the
principles are
transferable to
other major
modeling
programs. Key
Features: The
goal of this book
is to teach the***

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And
Entertainment
Courseware

***fundamentals of
3D modeling
video game
characters in a
simplified, logical
progression
optimized for
learning at a
beginner level.
Rigging
principles
(Linking, Inverse***

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And
Entertainment
Courseware

***Kinematics [IK],
Forward
Kinematics [FK],
Skin***

***Deformation,
Weighting
Vertices and
more) are
introduced in a
gradual
progression to
allow maximum***

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Max 9 Essentials

Autodesk Media
And
Entertainment
Courseware

***comprehension
and retention.
This series of
modeling
exercises is the
result of having
successfully
taught over 1000
video game
students the
fundamentals of
3D modeling.***

Read Book 3ds
Max 9 Essentials

Autodesk Media

***This complete,
clearly written
and concise text
is written for self-
paced learning,
helping those
instructors who
might not be fully
trained in 3D
modeling and
those interested
in self-teaching.***

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Max 9 Essentials
Autodesk Media

Includes

***instructions and
project files for***

exporting the

finished project

environment into

the 3D game

engine, Unity. A

companion site (

www.3dsMaxBasics.com) includes

working 3ds Max

working 3ds Max

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Max 9 Essentials

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And
Entertainment
Courseware

***project files for
chapters, notes
and corrections,
a 3ds Max user***

***interface, 3ds
Max shortcut
keys and more.***

***Learning 3ds Max
2010 Foundation
for Games is the
key to unlocking
the power of***

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Max 9 Essentials

Autodesk Media
And
Entertainment
Courseware

***Autodesk 3ds
Max, directly
from the creators
of one of the
world's most
powerful 3D
animation and
effects software
products. Get
hands on
experience with
the innovative***

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Max 9 Essentials

Autodesk Media

tools and

powerful

techniques

available in the

new version of

3ds Max, through

all new project-

based lessons.

Projects will

include valuable

game assets and

examples. Topics

Read Book 3ds
Max 9 Essentials

Autodesk Media

will include

And

modeling,

Entertainment

animation,

Courseware

materials &

mapping,

rendering.

Autodesk will be

contributing

assets (models

and images) from

high-profile

studios. The DVD

Read Book 3ds
Max 9 Essentials
Autodesk Media

will include:

bonus short

films, demos,

hotkey reference,

free models from

turbosquid, a

\$160 value. *

Only 3ds max

book to market

with authoritative

content approved

by Autodesk -

Read Book 3ds
Max 9 Essentials

Autodesk Media

**Full 4-color
treatment. ***

**Autodesk Official
Training Courseware**

**are--co-published
with Autodesk ***

**Project-driven
format**

**emphasizes core
skills along with
software training**

*** Valuable DVD**

Read Book 3ds
Max 9 Essentials

***including bonus
short films,
demos, hotkey
reference, free
models from
turbosquid (value
\$160).***

***Autodesk 3ds
Max 2018: A
Comprehensive
Guide, 18th
Edition***

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Max 9 Essentials

Autodesk Media

Autodesk 3ds

Max 2019 for

Beginners: A

Tutorial

Approach, 19th

Edition

Autodesk 3ds

Max 2014 Bible

Autodesk 3ds

Max 2020

Autodesk 3ds

Max 2010

Read Book 3ds
Max 9 Essentials

**Autodesk 3ds
Max 2021:
Modeling
Essentials, 3rd
Edition (in Full
Color)**

**Autodesk 3ds Max
2018: A
Comprehensive
Guide aims at
harnessing the
power of Autodesk
3ds Max for**

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Max 9 Essentials
Autodesk Media
**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 2018 and**

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And
Entertainment
Courseware

**then gradually
progresses to cover
the advanced 3D
models and
animations. In this
book, 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**

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Max 9 Essentials
Autodesk Media
And
Entertainment
Creative
Cloud
**unleash your
creativity, thus
helping you create
stunning 3D
models and
animations. The
book will help the
learners transform
their imagination
into reality with
ease. Also, it takes
the users across a
wide spectrum of
animations**

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Max 9 Essentials

Autodesk Media

And
progressive
examples,
Entertainment

© Autodesk
numerous
illustrations, and
ample exercises.

Salient Features
Consists of 18
chapters and 1
project that are
organized in a
pedagogical
sequence covering
various aspects of

Read Book 3ds
Max 9 Essentials

Autodesk Media

**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

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Max 9 Essentials

Autodesk Media
And
Entertainment
Courseware

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 and

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Max 9 Essentials

Autodesk Media
And
Entertainment
Creative
**Review Questions
are given at the
end of each
chapter so that the
users can assess
their knowledge.**

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Autodesk 3ds Max

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Standard

Primitives Chapter

3: Extended

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And
Entertainment
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Objects Chapter 5:
Splines and
Extended Splines
Chapter 6:
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Chapter 7:
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Modifying 3D Mesh
Objects Chapter 9:
Graphite Modeling

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Modeling Chapter
11: Compound
Objects Chapter
12: Modifiers
Chapter 13: Lights
and Cameras
Chapter 14:
Animation Basics
Chapter 15:
Systems,
Hierarchy, and
Kinematics

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And
Entertainment
Courseware
**Chapter 16: Rigid
Body Dynamics and
Helpers Chapter
17: Particle
Systems and Space
Warps-I (For free
download) Chapter
18: Particle
Systems and Space
Warps-II (For free
download) Project
1: Creating a Diner
Index
3ds Max is the**

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Max 9 Essentials
Autodesk Media

**leading 3D
modeling,
animation, and
rendering solution
for artists, schools,
and production
environments. The
unique tutorial
approach of this
book permits
readers to learn
essential
techniques that
every 3D artist**

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And
Entertainment
Courseware

**needs to create CG
environments by
recreating the
earth's elements of
earth, air, fire and
water. No extra
plug-ins are
required to
perform the
exercises. Draper
studies the real
world and then
simlates it with 3ds
Max -a unique**

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Autodesk Media
And
Entertainment
Creative
approach that
reflects classical
art training.

"Deconstructing
the Elements"
allows artists to re-
create natural
effects using
Autodesk® 3ds
Max®. This new
edition boasts all
new tutorials. All
editorial content is
updated to be

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Max 9 Essentials
Autodesk Media
And
Entertainment
3ds Max.

**Inspirational
images cover every
page as the author
shares his
professional
insight, detailing
the how and why of
each effect,
ensuring the
reader a complete
understanding of**

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Autodesk Media
all the processes
involved. The
companion web
site includes all of
the tutorials from
the previous two
editions, only
available to
purchasers of this
3rd edition - plus
all new tutorials of
the current
edition. It's like
getting 3 books in

Read Book 3ds
Max 9 Essentials
Autodesk Media
one!

**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**

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Max 9 Essentials
Autodesk Media
**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**

Read Book 3ds
Max 9 Essentials
Autodesk Media
visualization
And
specialists easier.
Autodesk 3ds Max
2019 for
Beginners: A
Tutorial Approach
is a tutorial-based
book that
introduces the
readers to the
basic features of
3ds Max 2019
created on real
world model

Read Book 3ds
Max 9 Essentials

Autodesk Media
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. Salient

Features: Consists

Read Book 3ds
Max 9 Essentials
Autodesk Media
And
Entertainment
Creative
of 17 chapters and
5 real world based
projects that are
organized in a
pedagogical
sequence covering
various aspects of
modeling,
texturing, lighting,
rendering, and
animation. The
author has
followed the
tutorial approach

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And
Entertainment
Courseware

**to explain various
concepts of
modeling,
texturing, lighting,
rendering, and
animation. Self-
Evaluation test and
Review Questions
are given at the
end of each
chapter so that the
users can assess
their knowledge.
Student project**

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Autodesk Media
And
Entertainment
© Autodesk
has been given at
the end of this
book to test and
enhance the skills
of students. Table
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I Chapter 3:

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II Chapter 4:

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Splines - II Chapter
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Deforming Objects
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Creating Materials
Chapter 8:
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Chapter 9:**

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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 -

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And
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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:

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Autodesk Media
And
Entertainment
Corporation

**Corporate Design
Project Project 5:
Creating a
Computer Center
Index**

**Bring new realism
to your
visualizations with
a command of the
3ds Max toolset.
Three step-by-step
tutorials
demonstrate
exterior and**

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Max 9 Essentials

Autodesk Media
And
Entertainment
Courseware

**interior, day and
night lighting
scenes. You learn
the nuts and bolts
of importing
models from CAD
programs, lighting,
applying mr
shaders and
materials, and
optimizing your
renders. Mental
ray is made simple
with an accessible**

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Autodesk Media
**description of its
tools.**

**Photorealistic
Visualization**

**Autodesk 3ds Max
2016 Essentials
Create natural fire,
earth, air and
water without plug-
ins**

**Autodesk 3ds Max
2022
Fundamentals
A Detailed Guide to**

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Max 9 Essentials
Autodesk Media
And
Entertainment
Rendering, 2nd
Edition

**Introducing 3ds
Max 9**

Create high-quality photorealistic renders of architectural visualizations using 3ds Max and Vray with the project-based tutorials in this book.

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Autodesk Media
And
Entertainment
Courseware

Learn how to combine lighting and rendering options to end-up with the most realistic final renders possible at a professional level. The tutorials in this book are filled with beautiful full-color images and they teach you how to light both interiors and exteriors and daytime and nighttime scenes.

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Autodesk Media
And
Entertainment
Online

Learn how to save time without sacrificing the quality of your final renders with tips and tricks on rendering with Vray - the most accurate rendering application for 3ds Max. The companion CD includes all the project files that you need to recreate each of the projects presented

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Autodesk Media
within the book.

And
Certified by Autodesk,
Entertainment
Courseware
Darren Brooker's new
edition teaches the
production techniques
behind real-world
work. The tutorials
take you from the
fundamentals of
lighting, right through
to advanced
techniques.

Description The
Autodesk 3ds Max

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Autodesk Media

2020: A Detailed
And
Guide to Modeling,
Texturing, Lighting,
and Rendering book

is perfect for both
beginners and
intermediate users of
3ds Max and for those
moving from other
software to 3ds Max.

This brilliant guide
takes you step-by-
step through the
whole process of

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Courseware

modeling, texturing,
UV mapping, lighting,
and rendering. You
will learn important
concepts and
techniques about 3ds
Max which you can
utilize to create your
3ds Max projects.
This book also cover
the Arnold renderer.
Using a structured
and pragmatic
approach, this guide

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begins with basics of modeling, then builds on this knowledge using practical examples to enhance your modeling, texturing, lighting, and rendering skills. Each unit builds on the knowledge gained in the previous unit, showing you all the essentials of 3ds Max 2020. As you go from

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And
Entertainment
Courseware

hands-on exercise to
hands-on exercise,
you'll develop a strong
arsenal of skills that
combined will form a
complete end to end
process to create high
quality renders using
3ds Max 2020. Key
Features Covers 3ds
Max's updated user
interface, navigation,
tools, functions, and
commands. Explains

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the polygon,
subdivision, and
spline modeling
techniques. Covers all
modifiers. Covers
Standard materials
and lights. Covers UV
mapping techniques.
Covers Arnold lights,
shaders, and
rendering techniques.
Detailed coverage of
tools and features.
Features 75 hands-on

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Autodesk Media
And
Entertainment
features - complete
with before and after
files. Features

practice activities to
test the knowledge
gained. Additional
guidance is provided
in the form of tips,
notes, and cautions.
Important terms are in
bold face so that you
never miss them. The
content under "What
just happened?"

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Autodesk Media

And heading explains the
working of the

instructions. The

content under "What

next?" heading tells

you about the

procedure you will

follow after

completing a step(s).

Includes an ePub file

that contains the color

images of the screens

hots/illustrations used

in the textbook. These

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Entertainment
Courseware

color images will help you in the learning process. This ePub file is included with the resources. Tech support from the author. Access to each exercise's initial and final states along with the resources used in hands-on exercises. Quiz to assess the knowledge. Bonus

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Autodesk Media
And
hands-on exercises.
Brief Table of

Contents This book is
divided into following
units: Unit DM1:

Introduction to 3ds

Max -I Unit DM2:

Introduction to 3ds

Max -II Unit DM3:

Geometric Primitives
and Architectural

Objects Unit DM4:

Polygon Modeling

Unit DM5: Graphite

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Max 9 Essentials

Autodesk Media

Modeling Tools Unit

DM6: Spline Modeling

Unit DM7: Modifiers

Unit DMB: Bonus

Hands-on Exercises

[Modeling] Unit DMP:

Practice Activities Unit

DT1: Material Editors

Unit DT2: Standard

Materials and Maps

Unit DT3: Physical

and Autodesk

Materials Unit DTB:

Bonus Hands-on

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Lighting Unit DL2:

Photometric Lights

Unit DL3: Sunlight

and Daylight Systems

Unit DA1: Introduction

to Arnold Unit DA2:

Arnold Lights Unit

DA3: Arnold Shaders

and Materials Unit

DAP: Practice

Activities [Arnold]

Appendix DMA: Quiz

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Answers [Modeling]
Appendix DTA: Quiz
Answers [Texturing],
contains quiz

answers. Appendix
DLA: Quiz Answers
[Lighting], contains
quiz answers.

Appendix DAA: Quiz
Answers [Arnold],
contains quiz
answers. For more
info, visit PADEXI
ACADEMY'S website.

Read Book 3ds Max 9 Essentials

Autodesk Media
Learning Autodesk
3ds Max XXXX

Essentials is a superb end-to-end reference that provides users with complete info on all of the features and options available in the latest version of 3ds Max, so that users can learn how to use 3ds Max confidently in a production

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Autodesk Media
And
Entertainment
Courseware

environment. Each chapter offers a series of lessons - which introduce the functional areas of Max and go over all associated features (with examples), and then a lab (which demonstrates a practical application of the lesson). Together, all of the lessons deliver and sound and

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Autodesk Media
And
Entertainment
Courseware

complete approach to revealing the functions, features, and principles of 3ds Max XXXX. New Bonus section on MaxScript covering techniques for automating repetitive tasks and customizing 3ds Max to make you more productive. The DVD includes: Project Scene & support files,

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And
Entertainment
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Free models & texture
maps from Turbo
Squid, NEW!! HIGH
VALUE: Autodesk
product Sketchbook
Pro (for character
development) valued
at \$199.99 US.

Essential 3ds max
2008

Realistic Architectural
Visualization with 3ds
Max and mental ray
Architectural

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Autodesk Media
Rendering with 3ds
Max and V-Ray
Volume 2: Model, Rig
and Animate

Characters for Export
to Unity or Other
Game Engines
Autodesk Media and
Entertainment
Courseware

Autodesk 3ds Max 8
MAXScript Essentials
Write your own

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Max 9 Essentials

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Entertainment
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MAXScript
functions and
utilities to
create custom
tools and UI
elements, and
automate
repetitive
tasks.

Demonstrated
techniques
include the

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Autodesk Media
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creation of
objects,
arrays,
collections,
control
structures,
parametric
objects, and
the
construction
of UI
elements. The

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And
Entertainment
Courseware

companion CD-
ROM contains
media files
that allow you
to practice
the techniques
with real-
world examples
demonstrating
how you can
use them in a
production

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Max 9 Essentials

Autodesk Media
environment.

• The
definitive
introduction
to MAXScript

• Includes
media files
that allow you
to practice
with real-
world examples
See also

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Max 9 Essentials

Autodesk Media
And
Entertainment
Courseware
accompanying
CD-ROM.

Essential 3ds
Max 2008

offers a user-
friendly
introduction
to the newest
version of 3ds
Max. From an
overview of
the user

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Max 9 Essentials

Autodesk Media

interface,
And
tools, and
Entertainment
modifiers to
Courseware
modeling

exercises that
demonstrate
the creation
of an
interior, a
basic
character, and
a suit of

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Autodesk Media
And
Entertainment
Courseware

armor, this book provides readers with a guide to getting the most out of Max. Learn how to model objects using a variety of low-poly and high-poly

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Max 9 Essentials

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And
Entertainment
Courseware

techniques;
use texture
maps to vary
the look of
objects;
create and
adjust lights
in your
scenes; unwrap
models to
generate UVW
coordinates;

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Autodesk Media

generate

And
normal maps

Entertainment
for use in

Courseware
real-time

simulations

and game

development;

composite

images with

background

plates.

This bundle of

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Autodesk Media
two Official
Autodesk
Entertainment
Courseware
Guides gives
the
authoritative
and complete
introduction
to 3ds Max.
Learning 3ds
Max 2008
Foundation is

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And
Entertainment
Courseware

the screen-
shot packed
guide to 3ds
Max 2008 as
only the
development
team could
present it.

Max 9

Essentials
will teach you
how to use 3ds

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confidently in
a production
environment
with theory
and practical
lessons
developed by
Autodesk
insiders.
Bundled
together for

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And
Entertainment
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the first
time, this is
the only way
to get

completely up
to speed on
3ds Max.

A Detailed
Guide to
Modeling,
Texturing,
Lighting, and

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Autodesk Media
Rendering, 3rd
Edition
And
Entertainment
Courseware
Introducing
Mudbox
Learning
Autodesk 3ds
Max Design
2010
Essentials
Rendering with
mental ray and
3ds Max

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Max 9 Essentials
Autodesk Media
3ds Max Basics
And
Entertainment
Courseware
Video Game
Assets

3ds Max
MAXScript
Essentials
*The dynamics of
the interplay
between the
visitor and the
exhibition
environment form*

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Autodesk Media
complex
And
circulation
Entertainment As an
exhibition
designer,
developing an
understanding of
those dynamics
is important for
improving
visitor
satisfaction.
However, an
overwhelming

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number of
And
variables may
Entertainment
transform the
Courseware
exhibition
design process
into educated
guesswork.
Designing
through trial
and error is
just not
feasible. In
addition, as a
result of the

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Autodesk Media
nature of
And
creating built
Entertainment
environments,
© Autodesk
modifying
decisions later
in the design
process results
in significant
costs. The
designer has to
rely on
extensive
experience to
succeed.

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Autodesk Media
Accordingly,
And
implementing a
Entertainment
method for
Courseware
guidance into
the design
process should
prove valuable
for the
designer. This
book discusses
the development
stages of a
simulation
application for

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Autodesk Media
visitor
And
circulation in
Exhibition
environments,
Courseware
and presents the
challenges of
integrating a
complex
mathematical
process into a
visual and
artistic process
like exhibition
design. Those

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And
Entertainment
Creative
issues include
understanding
the individual
stages of
development,
building a
theoretical
foundation,
creating a
simulation
framework,
composing
individual
operations, and

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And
Entertainment
Courseware
implementing the
finalized
simulation into
the design
process. Taken
together, this
process sheds
light on the
underlying
challenges of
creating a
functioning
simulation. The
contents of this

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Courseware

*book will be
beneficial not
only for
exhibition
designers and
simulation
developers, but
also anyone
interested in
visitor behavior
and spatial
design.*

*A guide to the
latest version*

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Autodesk Media
of 3ds max

*And explains how to
use the software
to create a*

*variety of
animation, film
effects, and
games.*

*Learn Autodesk
Maya from an
award-winning
insider Best-
selling author,
visual effects*

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supervisor, and
And
technical
Educator Dariush
Derakhshani
brings you a
newly-updated,
step-by-step
guide to the
most popular and
complex 3D
application on
the market,
Autodesk Maya.
Introducing

Read Book 3ds
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Autodesk Media
Autodesk Maya
And 2015 includes
straightforward
lessons, real-
world examples,
detailed
tutorials, and
downloadable
project files
that get you
modeling and
animating your
own digital
models and

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Max 9 Essentials
Autodesk Media
And
Entertainment
Courseware

*scenes right
away. The book
starts you with
the latest CG
concepts and
production
workflows, and
then shows you
how to create a
solar system to
help get you
acquainted with
the basic tool
set in Maya.*

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Max 9 Essentials
Autodesk Media

*From there, the
books helps you:*

*Learn the Maya
user interface,
including menus
and plug-ins
Build simple
animations and
3D images right
away Explore
polygons,
modeling, and
NEX tools Get
started with*

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Autodesk Media

*HDRI lighting,
rendering,*

dynamics,

simulations, and

effects Whether

you're new to 3D

or migrating

from another 3D

application,

Introducing

Autodesk Maya

2015 will kick-

start your

creativity and

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Autodesk Media
And
get you up and
running with

Maya. Author

Derakhshani has
worked on movies
such as *The
Fantastic Four
and Pan's
Labyrinth*, the
South Park TV
series, and
numerous
commercials and
music videos.

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And
Autodesk 3ds Max
2021: A Detailed
Guide to
Courseware
Modeling,
Texturing,
Lighting, and
Rendering, 3rd
Edition book is
perfect for both
beginners and
intermediate
users of 3ds Max
and those moving

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Autodesk Media
from other
And
software to 3ds
Max. This
Entertainment
Courseware
brilliant guide
takes you step-
by-step through
the whole
process of
modeling,
texturing, UV
mapping,
lighting, and
rendering. You
will learn

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Max 9 Essentials
Autodesk Media
important
And
concepts and
Entertainment
techniques about
Courseware
3ds Max which
you can utilize
to create your
3ds Max
projects. This
book also covers
the Arnold
renderer. Using
a structured and
pragmatic
approach, this

Read Book 3ds
Max 9 Essentials
Autodesk Media
And
Entertainment
Courseware
guide begins
with the basics
of modeling,
then builds on
this knowledge
using practical
examples to
enhance your
modeling,
texturing,
lighting, and
rendering
skills. Each
unit builds on

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*Autodesk Media
And
Entertainment
Courseware*

*the knowledge
gained in the
previous unit,
showing you all
the essentials
of 3ds Max 2021.
As you go from
hands-on
exercise to
hands-on
exercise, you'll
develop a strong
arsenal of
skills that*

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Max 9 Essentials
Autodesk Media
And
Entertainment
Courseware
combined will
form a complete
end to end
process to
create high
quality renders
using 3ds Max
2021. Key
Features Covers
3ds Max's user
interface,
navigation,
tools,
functions, and

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Max 9 Essentials
Autodesk Media
commands.

*Explains the
polygon,
subdivision, and
spline modeling
techniques.*

*Covers all
modifiers.*

*Covers UV
mapping.*

*Explains how to
manage external
design data.*

Covers material

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Max 9 Essentials
Autodesk Media
editors.

*Explains what is
Arnold and how
it is different
from other
renderers.*

*Covers Arnold
lights and light
filters. Covers
Arnold shaders,
materials, and
maps. Covers the
motion blur and
depth-of-field*

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Max 9 Essentials
Autodesk Media
effects. Covers
AOVs and Arnold
render settings.

Cover the
Courseware

Physical
material.

Detailed
coverage of
tools and
features.

Features 57
hands-on exercises-complete with
before and after

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files. Features
And
44 practice
activities to
test the
knowledge
gained.
Additional
guidance is
provided in the
form of tips,
notes, and
cautions.
Important terms
are in boldface

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Autodesk Media

*so that you
never miss them.*

The content

*under "What just
happened?"*

*heading explains
the working of
the*

instructions.

The content

*under "What
next?" heading
tells you about
the procedure*

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Autodesk Media
you will follow
And after completing
Entertainment a step(s). Tech
Copyright support from the
author. Access
to each
exercise's
initial and
final states
along with the
resources used
in hands-on
exercises. Quiz
to assess

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And
Entertainment
knowledge. Bonus
hands-on
exercises.

Courseware
Includes a PDF
file that
contains the
color images of
the screenshots/
illustrations
used in the
textbook. These
color images
will help you in
the learning

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process. This

PDF file is

included with

the resources.

ages will help

you in the

learning

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PDF file is

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the resources.

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Contents This

book is divided

Read Book 3ds
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Autodesk Media
into the

And
following units:

Unit 1: **Entertainment**

Introduction to

3ds Max -I Unit

2: Introduction

to 3ds Max -II

Unit 3:

Geometric

Primitives and

Architectural

Objects Unit 4:

Polygon Modeling

Unit 5: **Graphite**

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And
Entertainment
Copyright
Modeling Tools
Unit 6: Spline
Modeling Unit 7:
Modifiers Unit
8: External
Design Data Unit
9: Bonus Hands-
on Exercises
Unit 10:
Material Editors
Unit 11:
Physical
Material Unit
12: Introduction

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Autodesk Media
to Arnold Unit

13: Arnold

Lights Unit 14:

Arnold Shaders
and Materials

Unit 15: Arnold

Maps Unit 16:

Cameras Unit 17:

Arnold Render

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9 MAXScript
And
Essentials
Poly-Modeling
with 3ds Max
Autodesk 3ds Max
2021: A Detailed
Guide to Arnold
Renderer, 3rd
Edition
Mastering
Autodesk 3ds Max
Design 2010
The Official
Autodesk 3ds Max

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**3ds Max XXXX:
presently under
NDA. Learning
3ds Max XXXX
Foundation is the
key to unlocking
the power of
Autodesk 3ds
Max, directly
from the creators**

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And
Entertainment
Courseware

**of one of the
world's most
powerful 3D
animation and
effects software
products. Get
hands on
experience with
the innovative
tools and
powerful
techniques**

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Entertainment
Courseware

**available in the
new version of
3ds Max, through
all new project-
based lessons.**

**Projects will
include valuable
game assets and
examples. Topics
will include
modeling,
animation,**

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materials &

mapping,

rendering.

Autodesk will be

contributing

assets (models

and images) from

high-profile

studios. The DVD

will include:

30-day trial of

Max XXXX,

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Autodesk Media

**bonus short
films, demos,
hotkey reference,
free models from
turbosquid.**

**The only
comprehensive
tutorial/reference
exclusively
devoted to
Autodesk's
robust**

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**architectural
visualization
software 3ds Max
Design is a
powerful real-
time 3D design,
modeling, and
animation tool
for architectural
visualizations.
This book covers
all the software's**

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**crucial features,
including how to
simulate and
analyze sun, sky,
and artificial light-
crucial factors
for sustainable
design-and how
to define and
assign realistic
materials and
work with**

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**Autodesk Media
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Entertainment
Courseware**

**AutoCAD and
Revit files. You'll
quickly learn how
to get the most
from this
powerful
software's 3D
modeling,
animation, and
rendering
capabilities.
McFarland is an**

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Autodesk

Authorized

Author with

professional

experience in

creating complex

visualizations for

a large property

development

company. His

real-world focus

means workflows

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Autodesk Media
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**and instructions
are professional
and proven, and
projects will**

**include those
that pros work on
every day. Uses
actual examples
from the author's
experience,
including retail
spaces, small**

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**offices,
residential
developments,
and more**

**Concise
explanations,
focused
examples, step-
by-step
instructions, and
hands-on
tutorials teach**

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**the basics and
fine points of the
software Covers
all the essential
features, such as
how to simulate
and analyze sun,
sky, and artificial
light**

**Demonstrates
efficient use of
the interface;**

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**how to work with
Revit and
AutoCAD files;
using data, scene
management,
and solid
modeling tools;
rendering real-
world surfaces;
and setting up
animated
walkthroughs**

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**Mastering 3ds
Max Design 2010**

And
Entertainment
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**provides a
practical
education in
using this
powerful
architectural
visualization tool.**

**A complete
reference
covering the**

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And
Entertainment
Courseware
**newest version
of 3ds Max
software**

**Autodesk 3ds
Max is the
popular 3D
modeling,
animation,
rendering, and
compositing
software
preferred by**

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Max 9 Essentials
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**game developers
and graphic
designers in film
and television.**

**This
comprehensive
reference not
only introduces
beginners to this
pricey and
complex
software, but**

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Courseware

**also serves as a
reference for
experienced
users. Packed
with expert
advice from
popular author
Kelly Murdock, it
begins with a
Quick Start
tutorial to get
you up and**

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Entertainment
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**running, then
continues with
more than 150
step-by-step
tutorials,
advanced
coverage, and
plenty of tips and
timesavers. 3ds
Max is
professional
modeling and**

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Autodesk Media
animation
And
software used in
Entertainment
the film,
Courseware
television, and
game
development
industries; this
complete guide
gets beginners
started and
teaches
experienced

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Max 9 Essentials

Autodesk Media
And
Entertainment
Courseware
**users how to
take advantage
of the program's
newest**

capabilities

**Covers all the
basics as well as
advanced topics
including crowd
simulation,
particle systems,
rigid body**

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And
Entertainment
Courseware

**dynamics, state
sets,
compositing,
radiosity,
network**

**rendering, and
MAXScript**

**Features more
than 150 step-by-
step tutorials and
complete
references**

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Max 9 Essentials

Autodesk Media

And

Entertainment

Courseware

**detailing all
primitives,
modifiers,
materials, maps,
and controllers**

**Companion
website includes
examples from
the book, unique
models and
textures that you
can customize,**

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And
Entertainment
Courseware

**before-and-after
examples from
the tutorials, and
bonus Quick
Starts from
previous editions
Autodesk 3ds
Max 2014 Bible is
the one book you
need to succeed
with this all-new
version of 3ds**

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Max.

**And
Deconstructing
Entertainment
the Elements
Courseware
with 3ds Max
Thinking Outside
of the Box
Introducing
Autodesk Maya
2015**