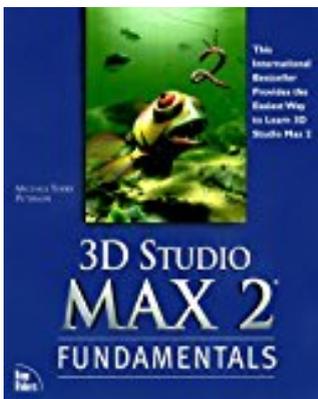


[PDF] 3D Studio Max 2 Fundamentals

Michael Todd Peterson, Larry Minton - pdf download free book



Books Details:

Title: 3D Studio Max 2 Fundamentals
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Description:

This excellent book covers the basics of 3D Studio Max 2, making it a handy guide for newcomers to the 3-D-modeling and animation program, and even for those who are new to 3-D graphics. The book first introduces the fundamentals of 3-D graphics and workspaces, explaining coordinates, axes, lines, polylines, polygons, lights, cameras, animation, and rendering. There's also a thorough tour of the package's interface that brings viewports, commands, and selections to light. In the next part of the book, you learn the fundamentals of modeling, including spline-based, mesh (polygonal), parametric, patch, and NURBS modeling, and get advice on choosing a method. Next you do some

actual modeling, working with splines; 3-D primitives; compound objects; object parameters; align, array, and mirror functions; and Modifiers and the Modifier Stack.

In the third part of the book, you learn the fundamentals of scene composition. In part 4, you learn about animation, starting with a discussion on animation concepts. The guide then assists you in creating basic animations. The book is an outstanding combination of discussion and projects. It includes plenty of screen shots, a glossary of 3-D computer graphics terms, and a CD-ROM that contains files to work on along with the book's projects. --*Kathleen Caster*

From the Publisher 3D Studio MAX 2 Fundamentals is a hands-on tutorial that leads the new user through the basics of 3D modeling and animation using 3D Studio MAX. Using fully illustrated examples, the book covers all the essentials of 3D design--from building basic objects, to adding textures, to lighting the scene, to placing cameras, to rendering basic animation. 3D Studio MAX 2 Fundamentals is also built for the upgrader by providing detailed notes on how to migrate from previous releases with ease. The full-color insert includes high-resolution images that show many of the exercises in finished form, as well as inspiring professional work that the new user can achieve by using the techniques found in the book.

The only complete 3D Studio MAX tutorial for the new user

Teaches the 2D artist everything necessary to move into the world of 3D

Hundreds of fully illustrated examples make 3D modeling a snap, and the CD-ROM's support files make it easy to get productive immediately

Upgraders will discover how to use all the innovations of 3D MAX 2 through detailed notes and tips geared specifically for users coming from a previous release

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