
Description: Learn Autodesk 3ds Max Quickly and Easily

This Autodesk Official Press guide covers the fundamentals of Autodesk 3ds Max 2014 with step-by-step tutorials and hands-on exercises that give you firsthand experience with the tools and a good start on preparing for the Autodesk 3ds Max 2014 Certified Professional exam. Create a retro-style alarm clock, animate a thrown knife, model a chair, and more, while you learn modeling, rigging, animating, rendering, and other career-essential techniques. Whether you're a beginner or migrating from another 3D application, this task-based book provides the solid grounding you need in Autodesk 3ds Max.

Learn these Autodesk 3ds Max essentials and more:

- Polygons, polygon meshes, and primary modeling
- Animating objects, simple and complex
- Using CAD files to create rooms with doors and windows
- Skinning a model to a biped figure and adding motion
- Adding color and other materials
- Visualizing interiors with lighting and texturing
- Rendering interior scenes effectively
- Understanding mental ray and HDRI

Learn interior visualization skills using high-quality models and mental ray

Model, add materials, rig, and animate this soldier model

Begin the modeling process using basic techniques to create this retro-style alarm clock

This striking Essentials book features:

- Chapter-opening learning objectives
- Step-by-step tutorials
- Full-color screenshots and illustrations
- Essentials and Beyond summaries and additional suggested exercises
- Downloadable exercise files

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