Autodesk 3ds Max 2014 Bible

Description: The best book on 3ds Max around, hands down

The Autodesk 3ds Max Bible is the ultimate book on 3ds Max, and like Autodesk's 3D animation software, it just gets better and better. Whether you're new to 3ds Max or an experienced user, you'll find everything you need in this complete resource. The book kicks off with a Quick Start tutorial, so beginners can jump in and create something right away. Experienced 3ds Max users, you'll appreciate advanced coverage of things like crowd simulation, particle systems, radiosity, MAXScript, and more. Over 150 tutorials complete with before-and-after files help users at all levels build practical skills.

- Discover all the new features and changes in 3ds Max 2014
- Learn how to reference, select, clone, group, link, and transform 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 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

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