Autodesk 3ds Max 2016 Essentials

Description: Learn Autodesk 3ds Max 2016 Quickly and Easily

Master the fundamentals of Autodesk 3ds Max 2016 and start using it right away with this Autodesk Official Press guide. Each chapter begins with concepts and learning objectives, then moves into easy-to-follow tutorials supported by full-color screenshots and real-world exercises. You will create actual animations as you learn - a retro-style alarm clock, a thrown knife, and more - while you conquer the techniques of modeling, rigging, animating, rendering, and architectural visualization. When you’re finished, you’ll also have a head start on preparing for the Autodesk 3ds Max Certified Professional exam.

Learn these Autodesk 3ds Max essentials and more:
- Modeling characters with polygons and meshes
- Animating both simple and complex objects
- Creating rooms, doors, and windows using CAD files
- Adding color and glow to an object
- Giving texture to a surface
- Applying lighting and texturing to enhance interior scenes
- Skinning a model to a biped figure and adding motion
- Working with mental ray and HDRI

This striking Essentials book features:
- Chapter-opening learning objectives
- Step-by-step tutorials
- Four-color screenshots and illustrations
- Essentials and Beyond summaries and additional suggested exercises
- Downloadable exercise files

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