Master Visually 3ds Max 8. Master VISUALLY

Description:
- Navigating within the interface
- Creating and editing 2D and 3D objects
- Controlling animation with function curves
- Integrating walls, doors and windows
- Simulating water surfaces and fluttering flags
- Adjusting color and brightness of lighting
- Rendering scenes with Quick Render

Valuable tools on CD-ROM!
- 3ds Max 8 evaluation version
- Project files from the book

System Requirements: Please see the "About the CD-ROM" Appendix for details and complete system requirements.
- "Master It" sidebars answer questions and present shortcuts
- High-resolution screen shots demonstrate each task
- Succinct explanations walk you through step by step
- Two-page lessons break big topics into bite-sized modules

Contents:
Part I. Explore the 3ds Max 8 Interface.
Chapter 1. Optimizing the 3ds Max Environment.
Chapter 2. Working with Objects.
Chapter 3. Organizing Objects.
Part II. Modeling Your Objects.
Chapter 4. Create Objects Efficiently in 3ds Max.
Chapter 5. Modifying 2D Objects.
Chapter 6. Modifying 3D Objects.
Chapter 7. creating Architectural, Engineering, and Construction Objects.
Part III. Animating Your Scene.
Chapter 8. Control Animation Using Keyframes.
Chapter 9. Working with the Track View.
Chapter 10. Working with Controllers and Constraints.
Chapter 11. Adjusting Animation with the Curve Editor.
Chapter 12. Working with the Dope Sheet Editor.
Chapter 13. Working with Hierarchies.
Part IV. Working with Materials and Maps.
Chapter 14. Using the Material Editor.
Chapter 15. Working with the Material and Map Browser.
Chapter 16. Using Material and Channel Types.
Part V. Adding Lights and Cameras.
Chapter 18. Using Advanced Lighting.
Part VI. Performing Quality Rendering.
Chapter 20. Using the Render Tools.
Chapter 21. Using the Render Scene Dialog Box.
Chapter 22. Applying rendering Effects.
Part VII. Apply Effects for Super Results.
Chapter 23. create Atmospheric Effects.
Chapter 24. Working with particle Systems.
Chapter 25. Using Space Warps.
Chapter 26. Working with the Reactor.
Chapter 27. Controlling a Character with Character Studio.
Chapter 28. Adding Colth to Your Scenes.
Chapter 29. Adding Hair and Fur to your Objects.
Part VIII. Appendix.

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