
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

Contents:
Introduction xv

Chapter 1 The 3ds Max Interface 1
The Workspace 1
User-Interface Elements 2
Viewports 4
ViewCube 6
Mouse Buttons 7
Quad Menus 7
Display of Objects in a Viewport 8
Viewport Navigation 10
The Essentials and Beyond 78

Chapter 4 Modeling in 3ds Max: Architectural Model Part II 79

Modeling the Couch 79
Blocking Out the Couch Model 80
Using NURMS to Add Softness 82
Adding Details to the Couch 85

The Chaise Lounge 89
Creating the Couch Feet 90
Modeling the Lounge Chair 93
Creating Image Planes 93
Adding the Materials 94
Building the Splines for the Chair Frame 95
Creating the Chair Cushion 101
Creating the Lounge Chair’s Base 103
Bringing It All Together 108

The Essentials and Beyond 110

Chapter 5 Introduction to Animation 111

Animating the Ball 112
Copying Keyframes 113
Using the Track View Curve Editor 114
Reading Animation Curves 116
Refining the Animation 118
Editing Animation Curves 119
Squash and Stretch 121
Setting the Timing 123
Moving the Ball Forward 124
Using the XForm Modifier 127
Animating the XForm Modifier 128

The Essentials and Beyond 130

Chapter 6 Animation Principles 131

Anticipation and Momentum in Knife Throwing 131
Blocking Out the Animation 131
Trajectories 134
Adding Rotation 135
Adding Anticipation 137
Following Through 139
Transferring Momentum to the Target 140
The Essentials and Beyond 142
Chapter 7 Character Poly Modeling: Part I 143
Setting Up the Scene 143
Creating Image Planes 144
Adding the Material to the Image Plane 145
Beginning the Soldier Model 146
Forming the Torso 147
Creating the Arms 158
Creating the Legs 161
Fixing Up the Body 166
The Essentials and Beyond 168
Chapter 8 Character Poly Modeling: Part II 169
Completing the Main Body 169
Creating the Accessories 173
Utility Belt 173
Pouch 174
Vest 177
Leg Strap 178
Gun Holster 182
Putting on the Boots 183
Creating the Hands 188
The Essentials and Beyond 192
Chapter 9 Character Poly Modeling: Part III 193
Creating the Head 193
Outlining the Head 196
Rounding Out the Face 203
Creating the Back of the Head 205
Mirroring the Head 206
Merging and Attaching the Head's Accessories 207
The Essentials and Beyond 208
Chapter 10 Introduction to Materials: Interiors and Furniture 209
The Slate Material Editor 210
Material Types 211
Standard Materials 211
mental ray Material Types 212
Shaders 212
Mapping the Couch and Chair 213
Creating a Standard Material 213
Applying the Material to the Couch 214
Adding a Bitmap 216
Introduction to Mapping Coordinates 218
Applying the Material to the Lounge Chair 223
Mapping the Window and Doors 228
Creating a Multi/Sub–Object Material 228
The Essentials and Beyond 233
Chapter 11 Textures and UV Workflow: The Soldier 235
UV Unwrapping 236
Peltling the Arms UVs 242
Unwrapping and Using Pelt for the Head 245
Seaming the Rest of the Body 249
Unfolding the Rest of the Body 250
Applying the Color Map 257
Applying the Bump Map 258
Applying the Specular Map 261
The Essentials and Beyond 262
Chapter 12 Character Studio: Rigging 263
Character Studio Workflow 263
General Workflow 264
Assuming a Biped with the Soldier Model 266
Creating and Modifying the Biped 266
Adjusting the Torso and Arms 272
Adjusting the Neck and Head 274
Applying the Skin Modifier 275
Tweaking the Skin Modifier 278
Controlling the View 287
The Essentials and Beyond 290
Chapter 13 Character Studio: Animation 291
Animating the Soldier 291
Adding a Run–and–Jump Sequence 292
Adding Freeform Animation 294
Modifying Animation in the Dope Sheet 299
The Essentials and Beyond 304
Chapter 14 Introduction to Lighting: Interior Lighting 305
Three–Point Lighting 305
3ds Max Lights 306
Standard Lights 307
Target Spotlight 307
Target Direct Light 309
Free Spot or Free Direct Light 310
Omni Light 311
Lighting a Still Life in the Interior Space 312
Selecting a Shadow Type 319
Shadow Maps 320
raytraced Shadows 320
Atmospheres and Effects 321
Creating a Volumetric Light 321
Adding Shadows 323
Excluding an Object from a Light 324
Adding a Volumetric Effect 327
Final Gather with mental ray 360
Basic Group 361
Advanced Group 363
The mental ray Rendered Frame Window 364
mental ray Materials 364
Using Arch & Design Material Templates 366
Creating Arch & Design Materials 369
Multi/Sub-Object Material and Arch & Design 370
3ds Max Photometric Lights in mental ray Renderings 372
3ds Max Daylight System in mental ray Renderings 378
The Essentials and Beyond 384
Appendix Autodesk® 3ds Max® Certification 385
Index 389

Order by Fax - using the form below
Order by Post - print the order form below and send to
Research and Markets,
Guinness Centre,
Taylors Lane,
Dublin 8,
Ireland.
Fax Order Form
To place an order via fax simply print this form, fill in the information below and fax the completed form to 646-607-1907 (from USA) or +353-1-481-1716 (from Rest of World). If you have any questions please visit
http://www.researchandmarkets.com/contact/

Order Information
Please verify that the product information is correct.

Web Address: http://www.researchandmarkets.com/reports/2505185/
Office Code: SC

Product Format
Please select the product format and quantity you require:

<table>
<thead>
<tr>
<th>Quantity</th>
<th>Hard Copy (Paper back):</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>USD 98 + USD 30 Shipping/Handling</td>
</tr>
</tbody>
</table>

* Shipping/Handling is only charged once per order.
* The price quoted above is only valid for 30 days. Please submit your order within that time frame to avail of this price as all prices are subject to change.

Contact Information
Please enter all the information below in BLOCK CAPITALS

Title: [ ] Mr  [ ] Mrs  [ ] Dr  [ ] Miss  [ ] Ms  [ ] Prof
First Name: __________________________ Last Name: __________________________
Email Address: * __________________________
Job Title: __________________________
Organisation: __________________________
Address: __________________________
City: __________________________
Postal / Zip Code: __________________________
Country: __________________________
Phone Number: __________________________
Fax Number: __________________________

* Please refrain from using free email accounts when ordering (e.g. Yahoo, Hotmail, AOL)
Payment Information

Please indicate the payment method you would like to use by selecting the appropriate box.

☐ Pay by credit card: You will receive an email with a link to a secure webpage to enter your credit card details.

☐ Pay by check: Please post the check, accompanied by this form, to:
Research and Markets,
Guinness Center,
Taylors Lane,
Dublin 8,
Ireland.

☐ Pay by Wire Transfer: Bank details will be provided on the invoice which you will receive after you place your order with us.

If you have a Marketing Code please enter it below:

Marketing Code: __________________________

Please note that by ordering from Research and Markets you are agreeing to our Terms and Conditions at http://www.researchandmarkets.com/info/terms.asp

Please fax this form to:
(646) 607-1907 or (646) 964-6609 - From USA
+353-1-481-1716 or +353-1-653-1571 - From Rest of World