

<<掌握直观三维Max 8>>

图书基本信息

书名：<<掌握直观三维Max 8>>

13位ISBN编号：9780764579929

10位ISBN编号：0764579924

出版时间：2006-12

出版时间：John Wiley & Sons Inc

作者：McFarland, Jon/ Simon, Jinjer L.

页数：601

版权说明：本站所提供下载的PDF图书仅提供预览和简介，请支持正版图书。

更多资源请访问：<http://www.tushu007.com>

<<掌握直观三维Max 8>>

内容概要

* 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

作者简介

Jon McFarland is a certified 3ds Max instructor who manages the design department for a national owner and developer of retail, office and residential properties, where he spends much of the day creating mock-ups of potential facilities. A 3ds Max user, as well as an alpha and beta tester for over ten years, he uses 3ds max and AutoCAD (Architectural Desktop) professionally to create fly-throughs of proposed facility construction and expansions (and their related visualization and advertising requirements) He also teaches 3ds max at the Virginia Marti College of Art and Design, a small, accredited art school in Lakewood, Ohio. He wrote 3ds max 4 In Depth for Coriolis Publishing and was a contributing author for Inside 3ds max 7 for Peachpit. He has been a technical editor for several books published by Coriolis, New Riders, Thomson and Peachpit.

书籍目录

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 17 Using Standard Lights Chapter 18 Using Advanced Lighting Chapter 19 Using Cameras 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

版权说明

本站所提供下载的PDF图书仅提供预览和简介，请支持正版图书。

更多资源请访问:<http://www.tushu007.com>