Autodesk 3ds Max 2017 (R1): Fundamentals: Autodesk Authorized Publisher (Paperback)

By Ascent - Center for Technical Knowledge

Ascent, Center for Technical Knowledge, United States, 2016. Paperback. Condition: New. Language: English . Brand New Book ***** Print on Demand *****. The Autodesk(R) 3ds Max(R) 2017 (R1): Fundamentals student guide provides a thorough introduction to the Autodesk 3ds Max 2017 (R1) software that will help new users make the most of this sophisticated application, as well as broaden the horizons of existing, self-taught users. The practices in this student guide are primarily geared towards real-world tasks encountered by users of the Autodesk 3ds Max software in the Architecture, Interior Design, and Civil Engineering industries. Advanced topics, such as character animation and rigging, are not covered in this student guide. Topics Covered Introduction to Autodesk 3ds Max 2017 (R1) Autodesk 3ds Max Interface and Workflow Assembling Files by importing, linking, or merging 3D Modeling with Primitives and 2D Objects Using Modifiers to create and modify 3D objects Materials and Maps Autodesk 3ds Max Lighting Lighting and Rendering with mental ray Rendering and Cameras Animation for Visualization Prerequisites Experience with 3D modeling is recommended.

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