



Autodesk 3ds Max 2014 Essentials

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Description

This Autodesk Official Press guide is just what you need to learn the basics of Autodesk 3ds Max 2014 quickly and easily. Through a series of cool projects like designing an alarm clock, animating a thrown knife, or lighting a scene, you'll learn the essentials of modelling, rigging, animating, and rendering using the popular Autodesk 3ds Max 3D animation and effects software. It's a practical, hands-on approach allowing you to constantly be reinforcing skills as you learn them.

Downloadable before-and-after project files let you compare your work to that of 3ds Max professionals. Even if you already have experience with 3ds Max, this book is a great reference for renewing your skills. And, it will help all users review and prepare for the Autodesk 3ds Max 2014 certification exams.

- Helps beginners and those migrating from other 3D animation and effects programs get up and running on Autodesk 3ds Max 2014
- Features a realistic, task-based approach, so readers learn via a series of hands-on projects using downloadable files, all backed with ample instruction, explanation, and illustration
- Covers modelling, rigging, animating, rendering, skinning, architectural visualization, and more
- Written by Autodesk Authorized Authors and is an Autodesk Official Press book

CERTIFICATION PRIMER: This book is recommended as a Certification Preparation study guide resource for the 3ds Max certification exam.

Instructor Support

- An introductory letter from the author
- Different syllabi with suggestions for teaching 1-day, 3-day and 30-session courses
- PowerPoint slides for each chapter that you can edit and customize to your liking
- Test questions and answers