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This screenshot-packed book, part of Discreet's Official Training Courseware, clearly lays out the basics and beyond for this popular 3D animation software. 3ds max is used to create high-quality film effects in major Hollywood features, but it is equally popular among game developers, who use it to create stunning visuals in the top games. The accompanying CD includes extensive support files and animations for completing the chapter exercises.

The most comprehensive e-book reference on Autodesk 3ds Max 2013! Autodesk 3ds Max is used to create 80 percent of commercially available games and is also a key tool for visual effects artists and graphic designers in film and television. This convenient book covers the 2013 version in expanded detail, including 12 chapter-length quick-start projects and 39 additional chapters not found in the print version. Along with complete references detailing all Primitives, Modifiers, Materials, Maps, and Controllers, it covers advanced topics such as Patches, NURBS, Radiosity, Network Rendering, and MAXScript. It's the perfect resource for both novices and pros. 3ds Max is the tool of choice for game developers as well as visual effects artists and graphic designers in the film and TV industries. This comprehensive e-book includes complete coverage of 3ds Max 2013, and is well suited for beginners and experts alike, as well as for educational markets teaching beginning to advanced courses using 3ds Max. Features a complete reference for all Primitives, Modifiers, Materials, Maps, and Controllers. Covers Patches, NURBS, Radiosity, Network Rendering, MAXScript, and other advanced topics. Includes 12 chapter-length quick-start projects as well as 39 chapters not found in the print version, all packed with time-saving tips and expert advice. Third-party models and bonus tutorials are available on CD and can be obtained by readers by emailing a request to 3dsmax13cd@wiley.com. Autodesk 3ds Max 2013 Bible, Expanded Edition by veteran computer graphics author Kelly Murdock is the comprehensive e-book guide for every 3ds Max user.

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Nuestra Colección Manuales ofrece cursos prácticos de los más importantes programas del sector informático dirigidos tanto a usuarios noveles como a usuarios que trabajan habitualmente con esos programas y desean ampliar sus conocimientos. En este Manual dedicado a 3ds Max 2013, el conocido programa de diseño y animación 3D de la compañía Autodesk, se estudian en profundidad todas sus utilidades. Mediante sencillos, y a la vez elaborados ejemplos que el alumno desarrollará de principio a fin, se describen detalladamente las herramientas del programa. 3ds Max 2013 no ha incorporado notables cambios en su interfaz ni en sus herramientas, aunque sí ha incluido algunas nuevas funciones que facilitan el trabajo y permiten obtener resultados más espectaculares. Con la nueva barra Viewport Layout, el usuario podrá tener mejor organizado su espacio de trabajo, ya que permite obtener y guardar diferentes configuraciones de los visores; además, se ha añadido una nueva herramienta de creación de splines, Egg, que permite crear objetos planos con esa forma; también se han introducido mejoras en algunos modificadores, como Hair and Fur, y gPoly. Gracias a estas mejoras, muchos procedimientos resultan claramente más sencillos. También se presentan mejoras en el proceso de renderización, introduciendo el nuevo sistema State Sets, que permite crear instantáneas de diferentes estados de la escena. Garantizamos que si el lector realiza correctamente todos los ejercicios que componen este volumen, conocerá en profundidad muchas de las utilidades de este complejo y podrá aplicar los conocimientos avanzados adquiridos sobre sus propios diseños personales o profesionales (creación de animaciones, entornos virtuales tridimensionales, videojuegos, etc.), aprovechando así al máximo las principales utilidades que ofrece el programa.

MAXWrapper : Value The MAXWrapper class is the superclass of all classes in MAXScript that represent 3ds Max objects, such as scene nodes, modifiers, materials, etc. MAXWrapper values contain references to the associated 3ds Max objects that allow it keep track of the object. This allows MAXScript to know when a 3ds Max object is transformed, deleted by the user, or its properties are changed. The properties, operators, and methods that are common to all classes derived directly from the MAXWrapper class are described in MAXWrapper Common Properties, Operators, and Methods. The following classes are derived directly from the MAXWrapper class. Other classes are derived from these classes, and inherit the properties and methods defined for the MAXWrapper class. MAXWrapper Common Properties, Operators, and Methods The following properties and methods are applicable to any value that is derived from MAXWrapper.

Bring 3D film effects to the big screen. Generate realistic characters for a top-selling game. Create rich and complex design visualization. Autodesk® 3ds Max® 9 lets you maximize your productivity and tackle challenging animation projects. And this book, developed by Autodesk insiders, lets you master the essential tools and techniques. Learn how to use 3ds Max 9 confidently in a production environment. Each chapter of this book has a series of theory lessons and one lab. The theory lessons introduce you to the functional areas of 3ds Max and explain these features with short simple examples. The lab demonstrates a practical application of the theory. Combined, each chapter delivers a sound understanding of the functions, features and principles behind 3ds Max 9, and shows you how to apply this knowledge to real-world situations.

Updated version of the bestselling 3ds Max book on the market Used by more than 150,000 people, and the winner of more than 65 industry awards, 3ds Max is the world's most popular animation modeling and rendering software for film, television, video games, and design visualization. 3ds Max Bible is the world's most popular book for getting the most out of the software. Whether a novice looking to create something immediately using the Quick Start tutorial, or an experienced 3ds Max user who simply wants to check out the software's latest and greatest features, this update to the bestselling 3ds Max book on the market continues to be the most comprehensive reference on this highly complex application. Packed with expert advice, timesaving tips, and more than 150 step-by-step tutorials 16-page color insert highlights the work of some of today's most cutting-edge 3D artists Includes a companion DVD with a searchable, full-color version of the 3ds Max Bible, as well as customizable models and textures The only comprehensive reference-tutorial on 3ds Max, it's no wonder the 3ds Max Bible is the bestselling 3ds Max book in the world and a favorite of both amateur and professional animators. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

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