



## Chinese version of 3ds Max 2010 3D animation and practical tutorial (basic computer skills and Training materials series)

By ZHENG QIANG WANG MIN ZHANG MIN

paperback. Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment. Pages Number: 300 Publisher: Tsinghua University Press. Pub. Date :2010-04. book progressively. step by step description of the autodesk company s latest brand-new three-dimensional animation software - Chinese version of 3ds max 2010 and operating skills to use. The book is divided into 13 chapters. describing the Chinese version of 3ds max 2010 user interface. a variety of design concepts. the basic operation of the object. create a simple graphic objects. create three-dimensional geometry parameters. lofting modeling. nurbs modeling. editing. and applications material. object mapping. layout scenes lighting effects. add camera for the animation. animation production and output. rendering. and add space environmental effects and set the contents of deformation and particle systems. This book is rich in content. structure. clear. concise language. illustrated. highly practical. and is a suitable colleges. vocational schools and training schools of various social good materials. but also the majority of early . intermediate computer user self-reference. Contents: Chapter 1 know 3ds max 2010 1.1 3ds max Introduction and applications 1.1.1 3ds max Introduction 1.1.2 3ds max applications 1.2 Four Satisfaction guaranteed, or money back.



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