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3ds Max 2012: Bible

By Kelly L. Murdock

Wiley India Pvt. Ltd, 2012. Softcover. Book Condition: New. 3ds Max 2012 Bible is one of the most popular 3ds Max how-tos on the market. If you`re a beginner just itching to create something right away, the Quick Start project in Part 1 is for you. If you`re an experienced user checking out 3ds Max 2012`s latest and greatest features, you`ll love the fact that the 3ds Max 2012 Bible continues to be the most comprehensive reference on this highly complex application. Find out what`s new, what`s tried and true, and how creative you can get using the tips, tricks, and techniques in this must-have guide. Don`t miss the 16-page insert with examples from cutting-edge 3D artists, as well as the CD packed with all kinds of extras. Part I: Getting Started with 3ds Max. Quick Start: Laying Siege to the Castle Wall. Chapter 1: Exploring the Max Interface. Chapter 2: Controlling and Configuring the Viewports. Chapter 3: Working with Files, Importing, and Exporting. Chapter 4: Changing Interface Units and Setting Preferences. Part II: Working with Objects. Chapter 5: Creating and Editing Primitive Objects. Chapter 6: Selecting Objects and Setting Object Properties. Chapter 7: Transforming Objects, Pivoting, Aligning, and Snapping....



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