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3ds max animation design and production - with CD 1

By LI SU YANG

paperback. Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment. Pages Number: 386 Publisher: Electronic Industry Publishing House Pub. Date :2010-01. The book is a national digital media animation and game main courses the standard textbook in a series. focuses on the 3ds max animation creative skills and creative ideas. 3ds max animation book the main line. introduced a new creative skills and creative ideas. The book is divided into 10 chapters. Chapter 1 describes the basic knowledge of 3ds max. 3ds max so that the reader has a basic understanding. Chapter 2 introduces the basic modeling techniques. including modeling aids. editing. etc. Chapter 3 describes the advanced modeling techniques. including polygonal modeling. patch modeling and NURBS modeling. Chapter 4 describes the materials and mapping technology. including the material editor. standard materials and composite materials and so on. Chapter 5 describes the camera and lighting techniques. Chapter 6 describes the scene animation techniques. including principles of three-dimensional animation. the animation time and playback controls and key frame animation. Chapter 7 describes the character animation techniques. including hierarchical relationships. the forward motion animation. inverse kinematics and bones animation system. Chapter 8...



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