

<<掌握直观三维Max 8>>

图书基本信息

书名：<<掌握直观三维Max 8>>

13位ISBN编号：9780764579929

10位ISBN编号：0764579924

出版时间：2006-12

出版时间：John Wiley & Sons Inc

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页数：601

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### 内容概要

\* Navigating within the interface \* Creating and editing 2D and 3D objects \* Controlling animation with function curves \* Integrating walls, doors and windows \* Simulating water surfaces and fluttering flags \* Adjusting color and brightness of lighting \* Rendering scenes with Quick Render Valuable tools on CD-ROM! \* 3ds Max 8 evaluation version \* Project files from the book System Requirements: Please see the "About the CD-ROM" Appendix for details and complete system requirements. \* "Master It" sidebars answer questions and present shortcuts \* High-resolution screen shots demonstrate each task \* Succinct explanations walk you through step by step \* Two-page lessons break big topics into bite-sized modules

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### 作者简介

Jon McFarland is a certified 3ds Max instructor who manages the design department for a national owner and developer of retail, office and residential properties, where he spends much of the day creating mock-ups of potential facilities. A 3ds Max user, as well as an alpha and beta tester for over ten years, he uses 3ds max and AutoCAD (Architectural Desktop) professionally to create fly-throughs of proposed facility construction and expansions (and their related visualization and advertising requirements) He also teaches 3ds max at the Virginia Marti College of Art and Design, a small, accredited art school in Lakewood, Ohio. He wrote 3ds max 4 In Depth for Coriolis Publishing and was a contributing author for Inside 3ds max 7 for Peachpit. He has been a technical editor for several books published by Coriolis, New Riders, Thomson and Peachpit.

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