

<<掌握直观三维Max 8>>

图书基本信息

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作者：McFarland, Jon/ Simon, Jinjer L.

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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

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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