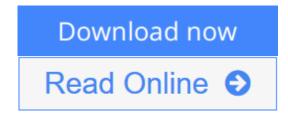# 3D Studio Max 3.0 Workshop

By Duane Loose

3D Studio Max 3.0 Workshop By Duane Loose

3D Studio Max 3.0 Workshop takes the approach of "beginning with the end in mind." This book teaches you 3D Studio Max basic design principles, as well as techniques for getting ideas out of your brain onto your computer screen. Chapters include information on backgrounds, set design and modeling, props and secondary scene elements, camera set-up and movement, and lighting. You'll also learn innovative techniques for creating 3D depth, texturing & reflection, specific material development, and dirt, wear and tear, smoke, water and other special effects, and character design and animation. Other topics covered include video post-production, making a demo reel, and getting a job as a CGI artist/animator.

Download 3D Studio Max 3.0 Workshop ...pdf

Read Online 3D Studio Max 3.0 Workshop ...pdf

3D Studio Max 3.0 Workshop

By Duane Loose

3D Studio Max 3.0 Workshop By Duane Loose

3D Studio Max 3.0 Workshop takes the approach of "beginning with the end in mind." This book teaches you 3D Studio Max basic design principles, as well as techniques for getting ideas out of your brain onto your computer screen. Chapters include information on backgrounds, set design and modeling, props and secondary scene elements, camera set-up and movement, and lighting. You'll also learn innovative techniques for creating 3D depth, texturing & reflection, specific material development, and dirt, wear and tear, smoke, water and other special effects, and character design and animation. Other topics covered include video post-production, making a demo reel, and getting a job as a CGI artist/animator.

3D Studio Max 3.0 Workshop By Duane Loose Bibliography

- Sales Rank: #2370848 in Books
- Brand: Brand: Hayden
- Published on: 2000-05-23
- Original language: English
- Number of items: 1
- Dimensions: 9.16" h x .90" w x 7.30" l,
- Binding: Paperback
- 600 pages

Editorial Review

Amazon.com Review
3D Studio Max 3 Workshop confidently leads beginning Max users through the dark forest of installation, interface introductions, and core concepts. Illustrating the design, construction, and final rendering of a single project, and introducing new features as needed, it drives toward a final goal and artistic vision that started out as a sketch on paper.

The first noticeable thing about this book is the keyboard/icon tear-out sheet, which is invaluable. Featuring every icon in Max's many toolbars on one side, and the most commonly needed keyboard shortcuts on the other, this two-page sheet printed on heavy paper helps the new user get more proficient in Max through keyboard shortcuts and by making it easier to decipher onscreen icons.

The 10 chapters illustrate the step-by-step process of creating and refining an idea, building the set, applying materials, adding lights and animation, and putting it all together in the final rendering. Each chapter is clear, concise, and designed to build on previous material while introducing new functions. The only downside is that the book has no color images--a few pages of color graphics would have been great for illustrating ideas that were presented in the chapter on lighting or surface materials, for example.

The real-world approach that is taken by *3D Studio Max 3 Workshop* is encouraging and realistic. If you are serious about learning how to use Max and working professionally in 3-D computer graphics and animation, this book makes a solid teacher. Starting with an idea on paper and following through to final rendering, it gives an overview not only of how to use Max, but how to use it in the real world. *--Mike Caputo*

From the Back Cover
3D Studio Max 3.0 Workshop takes the approach of "beginning with the end in mind." This book teaches you 3D Studio Max basic design principles, as well as techniques for getting ideas out of your brain onto your computer screen. Chapters include information on backgrounds, set design and modeling, props and secondary scene elements, camera set-up and movement, and lighting. You'll also learn innovative techniques for creating 3D depth, texturing & reflection, specific material development, and dirt, wear and tear, smoke, water and other special effects, and character design and animation. Other topics covered include video post-production, making a demo reel, and getting a job as a CGI artist/animator.

About the Author
Duane Loose is the Supervising Art Director for Creative Capers Entertainment, a Southern California company that creates and produces original content for film, television and game/interactive companies worldwide. A leader in animation and CGI, the company works with clients such as Disney, Nickelodeon, Warner Brothers, Dreamworks/SKG, and Sony Entertainment, billing itself as "the best kept secret in Hollywood".

Users Review

From reader reviews:

Mavis Strain:

Do you have favorite book? Should you have, what is your favorite's book? E-book is very important thing for us to find out everything in the world. Each e-book has different aim or even goal; it means that reserve

has different type. Some people really feel enjoy to spend their time to read a book. They are really reading whatever they take because their hobby is definitely reading a book. Why not the person who don't like reading a book? Sometime, individual feel need book once they found difficult problem or perhaps exercise. Well, probably you'll have this 3D Studio Max 3.0 Workshop.

Juan Hinkson:

Book is usually written, printed, or highlighted for everything. You can learn everything you want by a reserve. Book has a different type. As you may know that book is important point to bring us around the world. Alongside that you can your reading ability was fluently. A reserve 3D Studio Max 3.0 Workshop will make you to end up being smarter. You can feel far more confidence if you can know about every little thing. But some of you think this open or reading any book make you bored. It's not make you fun. Why they can be thought like that? Have you trying to find best book or acceptable book with you?

Jacob Florence:

This 3D Studio Max 3.0 Workshop book is absolutely not ordinary book, you have after that it the world is in your hands. The benefit you will get by reading this book will be information inside this publication incredible fresh, you will get info which is getting deeper an individual read a lot of information you will get. This 3D Studio Max 3.0 Workshop without we recognize teach the one who looking at it become critical in pondering and analyzing. Don't always be worry 3D Studio Max 3.0 Workshop can bring if you are and not make your case space or bookshelves' become full because you can have it within your lovely laptop even cellphone. This 3D Studio Max 3.0 Workshop having fine arrangement in word along with layout, so you will not really feel uninterested in reading.

Marilyn Fox:

As a pupil exactly feel bored to reading. If their teacher inquired them to go to the library in order to make summary for some reserve, they are complained. Just very little students that has reading's spirit or real their interest. They just do what the educator want, like asked to the library. They go to there but nothing reading critically. Any students feel that examining is not important, boring as well as can't see colorful photographs on there. Yeah, it is for being complicated. Book is very important to suit your needs. As we know that on this era, many ways to get whatever we want. Likewise word says, many ways to reach Chinese's country. Therefore , this 3D Studio Max 3.0 Workshop can make you really feel more interested to read.

Download and Read Online 3D Studio Max 3.0 Workshop By Duane Loose #8SFR91WMZ2D

Read 3D Studio Max 3.0 Workshop By Duane Loose for online ebook

3D Studio Max 3.0 Workshop By Duane Loose Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read 3D Studio Max 3.0 Workshop By Duane Loose books to read online.

Online 3D Studio Max 3.0 Workshop By Duane Loose ebook PDF download

3D Studio Max 3.0 Workshop By Duane Loose Doc

3D Studio Max 3.0 Workshop By Duane Loose Mobipocket

3D Studio Max 3.0 Workshop By Duane Loose EPub

8SFR91WMZ2D: 3D Studio Max 3.0 Workshop By Duane Loose