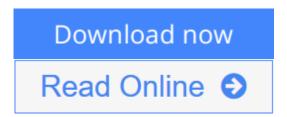# Autodesk 3ds Max 2014 Bible

By Kelly L. Murdock

Autodesk 3ds Max 2014 Bible By Kelly L. Murdock

A complete reference covering the newest version of 3ds Max software

Autodesk 3ds Max is the popular 3D modeling, animation, rendering, and compositing software preferred by game developers and graphic designers in film and television. This comprehensive reference not only introduces beginners to this pricey and complex software, but also serves as a reference for experienced users. Packed with expert advice from popular author Kelly Murdock, it begins with a Quick Start tutorial to get you up and running, then continues with more than 150 step-by-step tutorials, advanced coverage, and plenty of tips and timesavers.

- 3ds Max is professional modeling and animation software used in the film, television, and game development industries; this complete guide gets beginners started and teaches experienced users how to take advantage of the program's newest capabilities
- Covers all the basics as well as advanced topics including crowd simulation, particle systems, rigid body dynamics, state sets, compositing, radiosity, network rendering, and MAXScript
- Features more than 150 step-by-step tutorials and complete references detailing all primitives, modifiers, materials, maps, and controllers
- Companion website includes examples from the book, unique models and textures that you can customize, before-and-after examples from the tutorials, and bonus Quick Starts from previous editions

Autodesk 3ds Max 2014 Bible is the one book you need to succeed with this all-new version of 3ds Max.

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Editorial Review

From the Back Cover

The best book on 3ds Max around, hands down

The *Autodesk 3ds Max Bible* is the ultimate book on 3ds Max, and like Autodesk's 3D animation software, it just gets better and better. Whether you're new to 3ds Max or an experienced user, you'll find everything you need in this complete resource. The book kicks off with a Quick Start tutorial, so beginners can jump in and create something right away. Experienced 3ds Max users, you'll appreciate advanced coverage of things like crowd simulation, particle systems, radiosity, MAXScript, and more. Over 150 tutorials—complete with before-and-after files—help users at all levels build practical skills.

- Discover all the new features and changes in 3ds Max 2014
- Learn how to reference, select, clone, group, link, and transform objects
- Explore 3D modeling and how to apply materials and textures
- Set impressive scenes with backgrounds, cameras, and lighting
- Master smart techniques for rendering, compositing, and animating
- Create characters, add special effects, and finish with dynamic animations such as hair and cloth
- Get comfortable with key tools such as Track View, Quicksilver, mental ray®, Space Warps, MassFX, and more

About the Author

Kelly L. Murdock has been writing computer books for more than 15 years. His credits include twelve editions of the bestselling 3ds Max Bible, three editions of *Adobe Creative Suite Bible*, and two editions of the *Adobe Illustrator Bible*, as well as *3D Game Animations For Dummies*, *JavaScript Visual Blueprint*, and many other books. He holds a degree in engineering with an emphasis in computer graphics.

Users Review

From reader reviews:

Tonia Jensen:

Exactly why? Because this Autodesk 3ds Max 2014 Bible is an unordinary book that the inside of the reserve waiting for you to snap it but latter it will surprise you with the secret it inside. Reading this book close to it was fantastic author who write the book in such remarkable way makes the content within easier to understand, entertaining technique but still convey the meaning entirely. So , it is good for you because of not hesitating having this ever again or you going to regret it. This unique book will give you a lot of rewards than the other book have got such as help improving your ability and your critical thinking way. So , still want to hesitate having that book? If I had been you I will go to the book store hurriedly.

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Christopher Hendrick:

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