

Kelly L. Murdock's Autodesk 3ds Max 2019 Complete Reference Guide Download Online eBook Kelly L. Murdock Download Ebooks [EN] PDF, EPub, Mobi



- Kelly L. Murdock's Autodesk 3ds Max 2019 Complete Reference Guide Download Online eBook Kelly L. Murdock Free eBook PDF/ePub/Mobi/Mp3/Txt, • The ultimate guide to learning and using 3ds Max 2019**
- Covers all the basics as well as advanced topics using easy to follow, step by step tutorials
 - Gets beginners started and teaches experienced users the newest capabilities of 3ds Max
 - Advanced topics include crowd simulation, particle systems, rigid body dynamics, state sets, compositing, radiosity, network rendering, and MAXScript
 - Features more than 150 tutorials and complete references detailing all primitives, modifiers, materials, maps, and controllers
 - Includes videos outlining the basics of every section in the book
 - This edition contains new chapters on fluid simulations and

3ds Max Interactive

Kelly L. Murdock's Autodesk 3ds Max 2019 Complete Reference Guide is a popular book among users new to 3ds Max and is used extensively in schools around the globe. The success of this book is found in its simple easy-to-understand explanations coupled with its even easier to follow tutorials. The tutorials are laser focused on a specific topic without any extra material, making it simple to grasp difficult concepts. The book also covers all aspects of the software, making it a valuable reference for users of all levels.

The Complete Reference Guide is the ultimate book on 3ds Max, and like Autodesk's 3D animation software, it just gets better and better with each release. 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 getting started section, so beginners can jump in and begin working with 3ds Max right away. Experienced 3ds Max users will appreciate advanced coverage of features like crowd simulation, particle systems, radiosity, MAXScript and more. Over 150 tutorials - complete with before and after files - help users at all levels build real world skills.

What is Autodesk 3ds Max?

Autodesk 3ds Max is a popular 3D modeling, animation, rendering, and compositing software widely used by game developers and graphic designers in the film and television industry.

What you'll learn

- 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

Who this book is for

This comprehensive reference guide not only serves as a reference for experienced users, but it also easily introduces beginners to this complex software. Packed with expert advice from popular author Kelly Murdock, it begins with a getting started section to get you up and running, then continues with more than 150 step-by-step tutorials, in depth coverage of advanced features, and plenty of tips and timesavers along the way.

Section Videos

Each section of the book has a corresponding video. In each video author Kelly Murdock gives a brief overview of the contents of that section in the book, and covers some of the basics from the chapters within that section.

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~~using easy to follow, step by step tutorials...~~
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