



Introducing Autodesk 3ds Max 2011

By Dariush Derakhshani, Randi L. Derakhshani

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An Autodesk Official Training Guide to 3ds Max 2011

3ds Max is a popular 3D animation-and-effects software used in movies, visual effects, games, cartoons, short films, commercials, and other animation. However, it also presents a number of challenges to newcomers. This introduction to the latest version breaks down the complexities of learning 3D software and walks you through the basics of modeling, texturing, animating, and using visual effects. Real-world examples from talented beginning 3ds max users motivate you to learn the software and helpful tutorials offer realistic, professional challenges for you to unravel. In addition, each chapter is richly illustrated with workflows to make learning 3ds max 2011 much easier and fn.

Introduces you to the basics of modeling, texturing, animating, and incorporating visual effects using the latest version of 3ds Max software

- Features excellent tutorials, helpful examples, detailed workflows, and a companion Web site to enhance your learning experience
- Explains a variety of methods for solving real-world challenges and breaks down why certain methods are used
- Makes the transition of coming from other 3D software applications as smooth as possible

Introducing 3ds Max 2011 takes a typically difficult subject and breaks into easily digestible pieces so you can confidently begin working with this 3D animation software today.

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Introducing Autodesk 3ds Max 2011 By Dariush Derakhshani, Randi L. Derakhshani Bibliography

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Editorial Review

From the Back Cover

Move your skills into the next dimension with 3ds Max

By the time you finish *Introducing Autodesk 3ds Max 2011*, you'll have created a dresser with six drawers, animated a knife being thrown at a target, built a 3D model of a child's toy, and much more—all while learning Autodesk's popular animation software. From modeling and lighting to animation and dynamics, this Autodesk Official Training Guide is not only the perfect introduction to 3ds Max, but also to the fundamentals of Computer Graphics (CG).

The book takes you all the way through the 3ds Max pipeline, from preproduction through postproduction, and provides pages of clear-cut explanations, practical tutorials, and hands-on projects to build your skills. A special color insert showcases impressive and inspiring examples from talented 3ds Max beginners.

- Build the CG knowledge you need for game, film, and TV production
- Explore modeling, from simple and complex polygon mechanical models to organic character modeling
- Understand the role of hierarchies in animation
- Create walk cycles, use Inverse Kinematics, and animate a biped
- Explore lighting, rendering, and raytracing concepts
- Master particle systems and use soft body and rigid body dynamics

About the Author

Randi L. Derakhshani teaches 3D animation at The Art Institute of California and has worked as a digital artist and technical director for games and movie projects with Gizmo Games, RJB Enterprises, and Sony.

Dariush Derakhshani is an award-winning visual effects supervisor, author, and educator. He has worked on movies such as *The Fantastic Four* and *Pan's Labyrinth*, the *South Park* TV series, and numerous commercials and music videos. He teaches 3D animation and is the author of all the *Introducing Maya* books (Sybex). Dariush and Randi wrote *Introducing 3ds Max 2008* and *Introducing 3ds Max 9* (Sybex).

Users Review

From reader reviews:

Charles Davis:

Book is to be different for each grade. Book for children until adult are different content. To be sure that book is very important normally. The book *Introducing Autodesk 3ds Max 2011* ended up being making you to know about other expertise and of course you can take more information. It is quite advantages for you. The reserve *Introducing Autodesk 3ds Max 2011* is not only giving you more new information but also to become your friend when you really feel bored. You can spend your current spend time to read your book. Try to make relationship with all the book *Introducing Autodesk 3ds Max 2011*. You never experience lose out for everything in the event you read some books.

Richard Hunt:

In this 21st century, people become competitive in each and every way. By being competitive right now, people have to do something to make these individuals survive, being in the middle of the actual crowded place and notice simply by surrounding. One thing that occasionally many people have underestimated the item for a while is reading. That's why, by reading a reserve your ability to survive improve then having chance to stay than other is high. For you who want to start reading any book, we give you this specific Introducing Autodesk 3ds Max 2011 book as nice and daily reading guide. Why, because this book is usually more than just a book.

Linda Thomas:

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Sherrie Beardsley:

Introducing Autodesk 3ds Max 2011 can be one of your beginner books that are good idea. Many of us recommend that straight away because this publication has good vocabulary that could increase your knowledge in vocab, easy to understand, bit entertaining but nevertheless delivering the information. The author giving his/her effort to set every word into delight arrangement in writing Introducing Autodesk 3ds Max 2011 yet doesn't forget the main stage, giving the reader the hottest and based confirm resource facts that maybe you can be considered one of it. This great information can easily draw you into fresh stage of crucial contemplating.

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