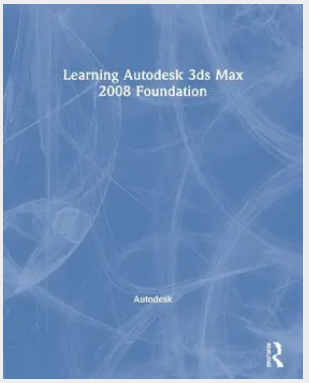
Autodesk

Learning Autodesk 3ds Max 2008 Foundation



Learning Autodesk® 3ds Max® 2008 Foundation is your shortcut to learning 3ds Max quickly and effectively. You'll get hands-on experience with the key tools and techniques through easy-to-follow, step-by-step project-based lessons, while learning to model, animate, apply materials and render in both the games & design visualization pipelines. By the end of the book you'll have a sense of the entire production process as you work on real-life production examples.Whether you're a game artist or a graphic artist, Autodesk® 3ds Max® 2008 has the tools you need to succeed. Game Artists will gain in-depth knowledge of the world-class Biped character animation toolset, unparalleled polygon modeling and texturing workflow.Design Visualization Specialists such as architects, designers, and graphic artists, will gain the power to visually inform the design process through conceptual exploration, design validation and visual communication.Bonus features included on DVD:. Link to a 30-day trial of Autodesk® 3ds Max® software. Bonus short films and new software feature demos. Autodesk 3ds Max hotkeys reference guide. Free models from Turbo Squid worth $160. Autodesk® 3ds Max® 2008

"Unlock the power of Autodesk 3ds Max 2008, with instruction direct from the creators of one of the world's most powerful 3D animation and effects software products.Get hands on experience with the innovative tools and powerful techniques available in the new version of 3ds Max, through all new project-based lessons. Projects include valuable game assets and examples. Topics include modeling, animation, materials & mapping, rendering. Additional bonus lessons will include 3D compositing and importing from Autocad.Learning 3ds Max 2008 Foundation is the new edition of our current 3ds Max 9 Essentials book. The Foundation book will be a huge step forward for us, in both packaging and content. Autodesk will be contributing assets (models and images) from high-profile studios. The DVD will also include original interviews with the different studios who contributed their work to the book, as well as instructor led videos, support files and movies."

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