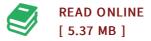




3DS MAX 8 basic tutorial (computer science teaching in higher vocational)

By QIN MIN

paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment.Pages Number: 281 Publisher: Beijing Jiaotong University Press Pub. Date: 2008-12. This book is based on the current analysis of the more popular of the three-dimensional animation software 3dsMax 8 written in English. emphasis on the application of basic tutorials this book from the start with the basics of animation. Deep with a large number of examples. step by step to explain the use of 3dS Max 8 software. the basic method. a systematic introduction to the process of three-dimensional animation and a variety of ways this book into the Editor's long experience in teaching. focusing on students hands-on skills. This book is divided into 11 chapters. an overview of the main content including animation. 3ds Max 8 basic knowledge. the establishment of two-dimensional graphics. three-dimensional model creation. the generation of complex geometry. object processing. lighting and camera added. the use of materials. set a keyframe animation. rendering. post-synthesis output and this book a clear structure. informative. illustrated. example. the selected representative examples. the steps clear and complete in every chapter ends with There are exercises for...



Reviews

Thorough manual! Its this kind of excellent study. It is actually loaded with knowledge and wisdom You can expect to like how the writer compose this book.

-- Marlin Ratke

This is an amazing pdf that I actually have actually study. It is among the most amazing pdf we have read through. Its been written in an remarkably basic way and is particularly simply following i finished reading this ebook where basically altered me, alter the way i really believe.

-- Ms. Izabella Walter