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<<3ds Max9 宝典 3ds Max>>

图书基本信息

书名：<<3ds Max9 宝典 3ds Max 9 Bible>>

13位ISBN编号：9780470100899

10位ISBN编号：0470100893

出版时间：2006-12

出版时间：John Wiley & Sons Inc

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页数：1248

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内容概要

"An excellent book for beginners as well as advanced 3ds Max users. A valuable reference that covers everything you'd want to know." --Andre Surya, Award-winning Digital Artist A favorite of 3ds Max artists from beginners to pros! Why is 3ds Max Bible a perennial bestselling favorite? Because whether you're a beginner looking for a tutorial to get you up to speed your first day or an expert needing a reference to Max's advanced features, it's all here. Loaded with advice, professional tips, and more than 150 step-by-step lessons, this is the most comprehensive reference-tutorial on 3ds Max on the market, and the one you'll turn to again and again.

* Organize and blend sequences with the new Animation Layers feature * Explore Sun and Sky, Car Paint, and other new mental ray shaders * Combine and divide objects with ProBoolean and ProCutter * Create more accurate dynamic animations with updated reactor tools * Add greater realism with enhanced and integrated hair and fur tools * Reference objects, materials, and controllers with XRef Animate a dancing cartoon moose Isolate mapping surfaces with the Quick Planar map button Add realistic motion to your model's hairstyle What's on the DVD? You'll find before-and-after example files for every tutorial in the book. The DVD also includes: * Models and textures to customize for your own designs * Rendered AVI files of animations used in the tutorials * All the Max files for every tutorial * Adobe tryout versions of After Effects(r), Photoshop(r) CS2, Illustrator(r) CS2, and Premiere Pro System Requirements: See the DVD appendix for details and complete system requirements.

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作者简介

Kelly Murdock has been authoring computer books for many years now and still gets immense enjoyment from the completed work. His book credits include various 3D, graphics, multimedia, and Web titles, including six previous editions of this book, 3ds Max B

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