

<<3ds MaxTM8 宝典 3ds Ma>>

图书基本信息

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内容概要

Spark your creativity with the world's most popular animation software and the detailed instruction in this power-packed book from an industry expert. If you're new to 3ds Max, jump right in with a Quick Start program that will have you modeling and rendering a complete image your first day. Experienced users, discover exciting new Max 8 features such as a new module for hair and fur, a new cloth system, and much more. This comprehensive book covers every feature, and it's loaded with professional techniques and full color examples to inspire you. 作者简介： Kelly L. Murdock has been authoring computer books for many years now and still gets immense enjoyment from the completed work. His book credits include various Web, graphics, and multimedia titles, including five previous editions of this book, 3ds Max 8 Bible. Other major accomplishments include Master VISUALLY HTML and XHTML, JavaScript Visual Blueprint, gmax Bible, Adobe Atmosphere Bible, Maya 6 and 7 Revealed, LightWave 3D 8 Revealed, Poser 6 Revealed, and co-authoring duties on two editions of the Illustrator Bible (for versions 9 and 10) and two editions of the Adobe Creative Suite Bible. With a background in engineering and computer graphics, Kelly has been all over the 3D industry and still finds it fascinating. He 's used high-level CAD workstations for product design and analysis, completed several large-scale visualization projects, created 3D models for feature films, worked as a freelance 3D artist, and even done some 3D programming. Kelly 's been using 3D Studio since version 3 for DOS. In his spare time, Kelly enjoys the outdoors while rock climbing, mountain biking, or skiing. He works at the design company he co-founded with his brother Chris: Logical Paradox Design.

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