

<<3D Studio VIZ基础课件>>

图书基本信息

书名：<<3D Studio VIZ基础课件与高级课件完全教程(影印版附光盘)/Autodesk官方培训教程系列(平装)>>

13位ISBN编号：9787894940025

10位ISBN编号：789494002X

出版时间：2003-03-01

出版时间：清华大学出版社

作者：Autodesk公司编

页数：463

版权说明：本站所提供下载的PDF图书仅提供预览和简介，请支持正版图书。

更多资源请访问：<http://www.tushu007.com>

<<3D Studio VIZ基础课件>>

内容概要

高级课件分为三个模块。

通用模块讲述了VIZ常用的高级功能如子对象级的建模、光滑网格曲面的编辑、多层复合材料、材料类型和映射、光线调整和镜头效果等。

建筑模块和机械模块分别通过建筑和机构设计的应用实例，讲述了在VIZ中如何增强DWG链接、运用Lightscape光线、建筑模型的动画、高级NURBS建模、链接机械桌面文件和机械设计的动画。

作为培训课件，本书所带光盘中提供了丰富的图像资料 and 一份多媒体演示，光盘中的内容与书中各个部分、模块和章节一一对应。

<<3D Studio VIZ基础课件>>

书籍目录

Part One 3D Studio VIZ Fundamentals Courseware Chapter1 The User Interface The 3D Studio VIZ User Interface Model Viewports & The Viewport Menu Menu Bar Tab Panel The Main Toolbars Command Panels MAXScript Listener, Frame Slider, Track Bar, Status Bar, Prompt Area, and Toggles Time Controls Viewport Navigation Taking the Next Step Changing the Viewport display The Pulldown Menus Using the File Menu to Reset 3D Studio VIZ Saving and Restoring from the Temporary Buffer Looking at the View Menu Adding a Viewport Image The Insert Menu Tools in the Tools Menu The Draw Menu The Modify Menu The Modify Menu The Draw Menu The Modify Menu Creating a Layer The Material Menu The Rendering Menu Animation Menu Help The Tab Panel The 3D Studio VIZ Main Toolbars Other Toolbars Command Panels The Hierarchical Nature of the Command Panels The Material Editor Options Taking the Big Step Chapter2 Basic Modeling Concepts Introduction Building the Toaster Body The Toaster Slots Creating the Feet and Toast Lever Creating the Materials Assigning Material ID's to the Toaster Body Adding an environment Chapter 3 Basic Scene Creation Introduction Creating the Basic Environment The Ceiling Furnishing the Kitchen Lights, Camera, Action Chapter4 AutoCAD/3D Studio VIZ Integration Introduction Importing Linking Importing an AutoCAD 2D Drawing Building a Model Using 2D AutoCAD Geometry Creating the Ceiling Create a Boolean Object Create a Floor Insert the Reception Desk Placing Cameras Placing Lights Understanding Face Normals Assigning a 2-Sided Material Rendering the Scene with Materials File Linking Simulating Sunlight Add Terrain to the Scene Dynamic File Linking Adding a Foliage Object 3D Studio VIZ and AutoCAD XREF Files File Link an AutoCAD File with an XREF Conclusion Chapter5 Creating Objects in 3D Studio VIZ Introduction Building the Conference Room Setting Up Your Model's Workspace Building the Fourth Floor Conference Room Using Array to Create Multiple Columns Creating Wall Objects Adding a Door and a Window to Your Wall Creating the Window Creating a Spiral Staircase with A Railing Adding a Railing Object to the Stairs Conclusion Chapter6 Creating and Manipulating Splines in 3DS VIZ Introduction A Design Change Changes to the Conference Room Walls Building a Conference Table Creating the Conference Table Base Creating the Table Top Creating the Conference Room Chairs Merging the Conference Table into the Conference Room Conclusion Chapter7 Material Creation: Mapped and Procedural Materials Introduction Bitmaps Procedural Maps Using the Material Editor Adding Materials to the Conference Room Modifying the Material Mapping Creating a Marble Tile Floor Creating A Suspended Ceiling Creating the Wall Materials Dragging a Material onto an Object Conclusion Chapter8 Lighting Introduction Lighting the Conference Room Ambient Light First Things First: The Main Light Source Fill Lights: An Important Step Lighting the Conference Room Walls Darkening the Table Base Brightening the Floor Conclusion Chapter9 High Resolution Renderings and Backgrounds Introduction The Render Scene Dialog Output Size Image Resolution Image Resolution for Printing Using the Asset Browser Using a Background Image to Enhance a Scene Camera Match Utility Merge a 3D Studio VIZ Model into the Scene Creating a Matte/Shadow Material Conclusion Chapter10 Modeling a Coil-Over Shock Absorber 3 Introduction Setting Up Create Lower Mounting Boss Creating the Mounting Hole Creating the Lower Spring Hole Creating the Cylinder on the Top Side of the Cone Creating the Springs Lofting the Springs Lofting the Spring Creating a Copy of the Spring Creating the Ground flat Ends Put the Parts Together Creating the Piston Rod The Damper Body The Adjuster Ring Creating the Ribs Position the Parts Creating the Upper Mounting Boss Chapter11 Modeling a Composite Mountain Bike Frame Setup Creating the Body Adjusting the Body Shape Refining the Frame Creating the Shock Opening Create Fillet Surfaces Chapter12 Animating a Mechanical Assembly Introduction Setting Up Animating the Suspension Animating the Swingarm Animating the Rear Wheel Animating the Shock Animating the Spring Part Two 3D Studio VIZ Advanced Courseware Module 1: General Chapter 1 Advanced Modeling Introduction Setting up your workspace Using XREFs to Import Your Workspace Building the Fuselage Building the Wings Testing Mesh Smooth Creating the Elevators and the Rudder Embellishing with Mesh Smooth Conclusion Chapter2 Advanced Materials Introduction The Tabletop and the Ashtray The Cigar Box The Cigars The Burning Cigar The Liquor Bottle The Glass Conclusion Chapter3 Special Effects

<<3D Studio VIZ基础课件>>

Introduction Why Add Render Effects What You Will Learn in This Chapter The Tower Beacon Animating the Lens Effect The Navigation Lights The Runway Lights Mapping The Runway Lights Effect The Landing Lights Conclusion
Module 2: Architectural Chapter 1 Enhanced DWG Linking Introduction Preparing an ADT file for linking to 3D Studio VIZ Linking an ADT file to 3D Studio VIZ Applying Materials to Linked Objects Selecting an Object Different Components Creating A Multi Sub-Object Material Modifying a Linked Object in 3D Studio VIZ Modify a Linked Object in ADT Updating the VIZ File Summary Chapter 2 Lighting using Lightscape Lights Introduction Creating a Wall Fixture Using the Asset Browser to import ERCO Fixtures Exporting to Lightscape Using Lightscape Importing a Lightscape Solution into VIZ Summary Chapter 3 Animating the Architectural Model Introduction Animating the lobby artwork display Understanding the Multi/Sub-Object material and UVW map channels Assigning the Map Channels Animating the Artwork Editing the keys in Track View Animating the Display Monitors Using Visibility to fade in/out the title slides Creating and assigning the Animated Material Animating the pool water Animating the camera Summary Module 3: Mechanical Chapter 1 Advanced NURBS Modeling Introduction Loading a Reference Image Creating the Seat Creating the Cowling Pod Blending the Cowling Pod and Seat Creating the Cowling Creating the Deck Blending the Cowling and Deck Surface Lofting the Hull Building the Transom Surface Adding the Sear Support Creating the Handlebars Creating the Hand Grips Adding the Handlebar to the PWC Body Summary Chapter 2 Linking Mechanical Desktop Files Introduction Terminology The File Link Settings Dialog Handling Mechanical Desktop Subassemblies Other MDT Considerations Part Naming Updating Linked MDT Files Summary Chapter 3 Mechanical Animation Introduction Defining the Tool Path Linking Machine Components Merging the Toolpath Setting Up for Inverse Kinematics Setting up the Part Transfer Robot Adding the Part Transfer Robot Adding the Part Transfer Robot Applying IK to the Robot Applying a Link Controller to the Parts Summary

<<3D Studio VIZ基础课件>>

版权说明

本站所提供下载的PDF图书仅提供预览和简介, 请支持正版图书。

更多资源请访问:<http://www.tushu007.com>