

The book was found

Autodesk 3ds Max 2016: A Comprehensive Guide, 16th Edition

Tickoo-CADCIM Series
Best Textbooks at Affordable Prices

Consists of 922 (800+122**) pages of heavily illustrated text covering the following topics:

- 3D Modeling,
- NURBS Modeling,
- Graphite Modeling,
- Materials and Maps,
- Lights and Cameras,
- 3D Animation, Modifiers,
- Particle System, Particle Flow,
- Space Warps,
- MassFX, Helpers, and Walkthrough

(** Pages available for free download)

Free Companion Website

Free Resources for Faculty and Students:

- Online technical support by contacting techsupport@cadcim.com
- All 3ds Max and Media files used in tutorials
- Customizable PowerPoint presentations of all chapters*
- Instructor Guide with solutions to all review questions and exercises*
- Additional learning resources at <http://3dsmaxexperts.blogspot.com> and <http://cgenthusiasts.blogspot.com> (* For faculty only)



Autodesk 3ds Max 2016 A Comprehensive Guide, 16th Edition

Revised & Updated Edition

Also available as eBook
<http://ebooks.cadcim.com>

AUTODESK
Authorized Author

Sham Tickoo
Purdue University Calumet, USA



Synopsis

Autodesk 3ds Max is developed by Autodesk Inc., provides powerful tools for 3D modeling, animation, rendering, dynamics, and compositing. This enables game developers, visual effects artists, architects, designers, engineers, and visualization specialists to create stunning artwork. Additionally, the intuitive user interface and workflow tools of 3ds Max 2016 have made the job of design visualization specialists easier. Autodesk 3ds Max 2016: A Comprehensive GuideÂ textbook aims at harnessing the power of Autodesk 3ds Max for modelers, animators, and designers. The textbook caters to the needs of both the novice and the advanced users of 3ds Max. Keeping in view the varied requirements of the users, the textbook first introduces the basic features of 3ds Max 2016 and then gradually progresses to cover the advanced 3D models and animations. In this textbook, two projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users. This book will help you unleash your creativity, thus helping you create stunning 3D models and animations. The textbook will help the learners transform their imagination into reality with ease. Also, it takes the users across a wide spectrum of animations through progressive examples, numerous illustrations, and ample exercises. Following are the salient features of this book:

- Consists of 19 chapters and 1 project that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, and animation.
- The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that will be covered in it.
- Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips.
- Self-Evaluation test, Review Questions, and Exercises are given at the end of each chapter so that the users can assess their knowledge.

Â Brief Table of Contents

- Chapter 1: Introduction to Autodesk 3ds Max 2016
- Chapter 2: Standard Primitives
- Chapter 3: Extended Primitives
- Chapter 4: Working with Architectural Objects
- Chapter 5: Splines and Extended Splines
- Chapter 6: Modifying Splines
- Chapter 7: Materials and Maps
- Chapter 8: Modifying 3D Mesh Objects
- Chapter 9: Graphite Modeling Technique
- Chapter 10: NURBS Modeling
- Chapter 11: Compound Objects
- Chapter 12: Modifiers
- Chapter 13: Lights and Cameras
- Chapter 14: Animation Basics
- Chapter 15: Systems, Hierarchy, and Kinematics
- Chapter 16: Rigid Body Dynamics and Helpers
- Chapter 17: Particle Flow
- Chapter 18: Particle Systems and Space Warps-I
- Chapter 19: Particle Systems and Space Warps-II
- Project 1: Creating a Diner

Index

CADCIM Technologies, Prof. Sham Tickoo of Purdue University Calumet, and the team of dedicated contributing authors at CADCIM Technologies are committed to bring you the best textbooks and free teaching and learning resources on Computer Aided Design and Manufacturing

(CAD/CAM), Computer Programming and Applications, GIS, Civil, Animation and Visual Effects, and related technologies. We strive to be the first and the best. That is our promise and our goal. Our team of authors consists of highly qualified and experienced animation and visual effects artists who have a strong academic and industrial background. They understand the needs of the students, the faculty, and the challenges the students face when they start working in industry. All our books have been structured in a way that facilitates teaching and learning, and also exposes students to real-world applications. The textbooks, apart from providing comprehensive study material, are well appreciated for the simplicity of content, clarity of style, and the in-depth coverage of the subject.

Book Information

File Size: 126187 KB

Publisher: CADCIM Technologies; 16th Edition edition (August 26, 2015)

Publication Date: August 26, 2015

Sold by:Â Digital Services LLC

Language: English

ASIN: B014IYP2LU

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #954,580 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #312

inÂ Books > Computers & Technology > Computer Science > AI & Machine Learning > Computer Vision & Pattern Recognition #718 inÂ Books > Computers & Technology > Databases & Big Data > Data Modeling & Design #17151 inÂ Kindle Store > Kindle eBooks > Computers & Technology

[Download to continue reading...](#)

Autodesk 3ds Max 2016: A Comprehensive Guide, 16th Edition Realistic Architectural Rendering with 3ds Max and mental -Ray (Autodesk Media and Entertainment Techniques) Autodesk Revit Architecture 2016 Essentials: Autodesk Official Press Autodesk Fusion 360 Introduction to Parametric Modeling: Autodesk Authorized Publisher Mastering AutoCAD 2016 and AutoCAD LT 2016: Autodesk Official Press AutoCAD 2016 and AutoCAD LT 2016 No Experience Required: Autodesk Official Press Super Smash Bros. for Nintendo 3DS & Wii U: Strategy Guide & Game

Walkthrough - Cheats, Tips, Tricks AND MORE! Max's Bedtime (Max and Ruby) Max's Birthday (Max and Ruby) Max & Ruby's Storybook Treasury (Max and Ruby) Max Celebrates Chinese New Year (Read-It! Readers: The Life of Max) The Science of Baseball with Max Axiom, Super Scientist (The Science of Sports with Max Axiom) Super Cool Chemical Reaction Activities with Max Axiom (Max Axiom Science and Engineering Activities) The Science of Hockey with Max Axiom, Super Scientist (The Science of Sports with Max Axiom) Punisher Max Complete Collection Vol. 1 (The Punisher: Max Comics) 2016 ICD-10-CM Standard Edition, 2016 ICD-10-PCS Standard Edition, 2016 HCPCS Standard Edition and AMA 2016 CPT Standard Edition Package, 1e Autodesk Revit 2017 for Architecture No Experience Required Interior Design Using Autodesk Revit 2017 3D CAD with Autodesk 123D: Designing for 3D Printing, Laser Cutting, and Personal Fabrication Mastering AutoCAD 2015 and AutoCAD LT 2015: Autodesk Official Press

[Dmca](#)