



Introducing 3ds Max 9: 3D for Beginners

By Dariush Derakhshani, Randi L. Derakhshani

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Video game and feature-film artists have used 3ds Max to create Halo 2, King Kong, Myst V, and more. Now you can harness this popular animation software with the clear, step-by-step instructions in this easy-to-follow guide. This book breaks down the complexities of 3D modeling, texturing, animating, and visual effects. Clear-cut explanations, tutorials, and hands-on projects help build your skills and a special color insert includes real-world examples from talented 3ds Max beginners.

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Editorial Review

From the Back Cover

Let Your Imagination Run Wild

Video game and feature-film artists have used 3ds Max to create *Halo 2*, *King Kong*, *Myst V*, and more. Now you can harness this popular animation software with the clear, step-by-step instruction in this easy-to-follow guide.

Introducing 3ds Max 9: 3D for Beginners breaks down the complexities of 3D modeling, texturing, animating, and visual effects. You'll jump right into the pipeline—from preproduction to production to postproduction—with clear-cut explanations, tutorials, and hands-on projects to build your skills. A special color insert includes real-world examples from talented 3ds Max beginners. From immediately creating your first animation to tackling poly modeling, rendering, and particles, you'll get a solid grounding in 3ds Max 9.

- Build the knowledge you need for game, film, and TV production
- Master modeling—from simple and complex polygon mechanical models to organic character modeling
- Assign textures effects and UV texture mapping
- Create walk cycles and simple character animations with Character Studio
- Explore lighting, rendering, and raytracing concepts
- Render through mental ray and raytracing
- Discover simple rigid body dynamics and Max's particle systems

Valuable companion CD

The CD includes all the image files, scenes, and support materials needed to create the tutorials in the book, as well as a demo version of 3ds Max.

Create a low-poly model tank

Learn to apply different surfaces to objects

Put cameras to work

About the Author

Dariush Derakhshani is an award-winning 3D animator, author, and educator. He has worked on movies such as *The Fantastic Four* and *Pan's Labyrinth*, the *South Park* TV series, and numerous commercials and music videos. He teaches 3D animation and is the author of *Introducing Maya 7: 3D for Beginners* (Sybex).

Randi L. Munn teaches 3D animation at The Art Institute of California and has worked as a digital artist and technical director for games and movie projects with Gizmo Games, RJB Enterprises, and Sony.

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