



3ds max 4 Media Animation

By John Chismar

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In 3ds max 4 Media Animation, John Chismar has done it again <196> only better! Following the lead of his highly acclaimed book 3D Studio Max 3 Media Animation, John uses three professionally designed projects to show readers the ins and outs of animation media for broadcast. The clarity of John's instructions, the efficiency of his processes, and the quality of his projects are sure to make this book a success with animators and educators alike. The book concludes with the deconstruction of three projects John created this year as the Senior 3D animator for MSNBC.

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3ds max 4 Media Animation By John Chismar Bibliography

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Editorial Review

Amazon.com Review

Unlike many books trying to cover all things Max, *3ds max 4 Media Animation* focuses on a specific use of the popular animation system from Discreet: creating opening graphics and logo animation for video.

The book assumes the reader has some experience using Max, and in creating animation for video. It focuses on the design and production of six different animated openings, and three of those are real-world on-the-air clips from networks like MSNBC and NBC News.

Four main sections of the book cover the projects step by step. No sections take the user on a tour of the interface, and there is no history of computer graphics. Instead, each chapter methodically describes only the steps involved in creating each particular project. If you've used Max and know the difference between a viewport and a roll-out, this book is for you.

There are plenty of details to absorb, since each project is fairly complex. The "Funhouse" tutorial is more about lighting and texturing, with some emphasis on modeling. The "Voting Machine" project is mostly about modeling, while the "News Open" project is a combination of lighting and effects. Each chapter is liberally illustrated and clearly written.

While many animators despise the idea of having to create yet another flying logo, many more have already embraced this genre and have realized that a comfortable living can be made as a talented motion graphics designer, as long as your work stands out from the crowd. It is far more difficult to design and execute an attractive motion graphics opening than you think, and if you haven't yet done it, *3ds max 4 Media Animation* is a good place to start. --Mike Caputo

From the Back Cover

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About the Author

John Chismar, Senior 3d Animator at MSNBC, has been working in 3D animation since 1991 and in media animation since 1993. Using 3ds max, Chismar has garnered several awards for his work: 1997 and 1998 Emmy Awards; 3D Design magazine Big Kahuna Awards in 1998, 1999, and 2000; three Broadcast Design Association International Bronze Awards; and a 1995-96 Emmy nomination. John has previously published *3D Studio MAX 3 Media Animation* (0735700508) with New Riders.

Users Review

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