

Autodesk 3ds Max Design 2012: A Tutorial Approach



Autodesk 3ds Max Design 2012: A Tutorial Approach is a tutorial-based textbook that covers all features of Autodesk 3ds Max Design 2012 in a simple and lucid manner. Each concept in the textbook has been thoroughly explained with the help of tutorials and exercises. It will, therefore, help the novice as well as the advanced users to transform their imagination into reality with ease. The textbook aims at harnessing the power of 3ds Max Design for the use of animators and designers to help them create stunning 3D models and animations. It takes the users across a wide spectrum of animations through numerous illustrations and exercises. Written with the tutorial point of view and the learn-by-doing theme, the textbook is ideally suited for learning at your convenience and at your pace. Salient Features of the Textbook

Consists of 17 chapters that are organized in a pedagogical sequence covering topics such as modeling, texturing, modifiers, lighting, cameras, animation, and so on

Consists of 5 projects based on real-world models that will allow the users to apply the skills learned in the text

The first page of every chapter summarizes the topics that will be covered in it

Consists of real-world 3D models and examples focusing on industry experience

Step-by-step instructions are added to guide the users through the learning process

Provides additional and important information in the form of notes

Self-Evaluation test, Review Questions, and Exercises are given at the end of each chapter so that the users can assess their knowledge

Free Teaching and Learning Resources

CADCIM Technologies provides the following free teaching and learning resources with this textbook:

Technical support

Customizable PowerPoint Presentations of every chapter (For faculty only)

Model files of all illustrations, examples, and exercises

Instructors Guide with solution to

all review questions and instructions (For faculty only)

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