



3DS MAX 8 basic tutorial (computer science teaching in higher vocational)

By QIN MIN

paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment. Pages Number: 281 Publisher : Beijing Jiaotong University Press Pub. Date :2008-12. This book is based on the current analysis of the more popular of the three-dimensional animation software 3dsMax 8 written in English. emphasis on the application of basic tutorials this book from the start with the basics of animation. Deep with a large number of examples. step by step to explain the use of 3ds Max 8 software. the basic method. a systematic introduction to the process of three-dimensional animation and a variety of ways this book into the Editor s long experience in teaching. focusing on students hands-on skills. This book is divided into 11 chapters. an overview of the main content including animation. 3ds Max 8 basic knowledge. the establishment of two-dimensional graphics. three-dimensional model creation. the generation of complex geometry. object processing. lighting and camera added. the use of materials. set a keyframe animation. rendering. post-synthesis output and this book a clear structure. informative. illustrated. example. the selected representative examples. the steps clear and complete in every chapter ends with There are exercises for...



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