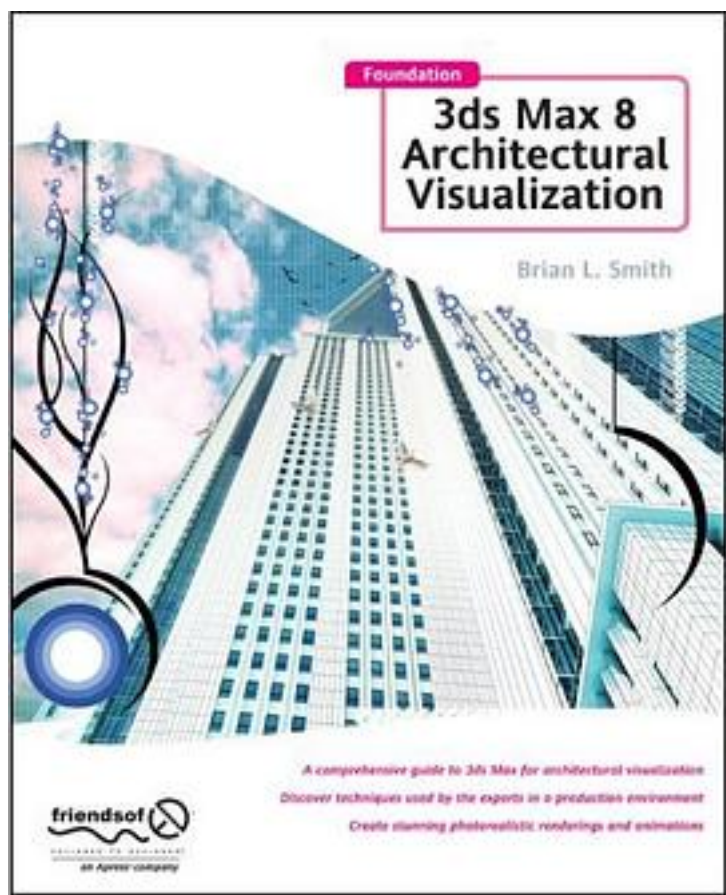


Foundation 3ds Max 8 Architectural Visualization



[Foundation 3ds Max 8 Architectural Visualization_下载链接1](#)

著者:Brian L. Smith

出版者:friends of ED

出版时间:April 24, 2006

装帧:Handcover

isbn:9781590595572

{Book Description}

In this book you'll learn:

- * How to model an architectural scene and create stunning materials that breathe life

into your projects

- * How to use real-world photometric lights and global illumination to achieve photorealism
- * Efficient project workflow and scene assembly
- * Tips and tricks for the production environment that would take years to learn the hard way
- * How to market your services to prospective clients

Welcome to the world of 3D architectural visualizations using the most powerful and versatile 3D software package on the planet: 3ds Max. In just the last few years, the visualization industry has arguably become the fastest-growing 3D industry, and may soon overtake all others in total number of users. Just as the use of CAD became the norm for nearly all architectural, engineering, and construction firms in the 90s, 3D visualizations have become standard practice today. This book takes you through the challenge of learning one of the most complex computer programs ever created, by way of easy-to-follow tutorials and instruction. It specifically focuses on those parts of the program you need to know to produce stunning architectural visualizations. The intent is not to show you every possible way to accomplish a task, but rather some of the fastest and most efficient ways. At the end of the book, there is a guide to marketing your services, as well as 20 top tips that took the author almost 10 years to learn in a production environment sometimes the hard way. 3ds Max is a large and complex application but by learning just the features that apply to visualizations, you'll be learning everything you need to know to get ahead in the industry in the shortest possible time. Summary of Contents:

* PART 1 GETTING AROUND INSIDE 3DS MAX

- o Quick Start 1 Getting Started
- o Chapter 1 Navigating the 3ds Max Interface
- o Chapter 2 Working with Objects

* PART 2 MODELING

- o Quick Start 2 Getting Started with Modeling
- o Chapter 3 Modeling Basics
- o Chapter 4 The Critical Compound Objects Types (Loft, Boolean, Terrain, and Scatter)
- o Chapter 5 The Critical Modeling Modifiers

* PART 3 MATERIALS

- o Quick Start 3 Getting Started with Materials
- o Chapter 6 Material Basics
- o Chapter 7 The Critical Map Channels

- o Chapter 8 The Critical Map Types

- o Chapter 9 UVW Mapping

- * PART 4 LIGHTING

- o Quick Start 4 Getting Started with Lights

- o Chapter 10 Basic Lighting

- o Chapter 11 Photometric Lighting

- o Chapter 12 Global Illumination

- * PART 5 CAMERAS AND ANIMATION

- o Quick Start 5 Getting Started with Cameras and Animation

- o Chapter 13 Camera Basics

- o Chapter 14 Animation Basics

- o Chapter 15 Animation Controllers

- * PART 6 RENDERING

- o Quick Start 6 Getting Started with Rendering

- o Chapter 16 Rendering Basics

- o Chapter 17 Scene Assembly

- o Chapter 18 Effect Basics

- * APPENDICES

- o Appendix A Marketing Your Services

- o Appendix B Top 20 Production Tips

- o Appendix C Customizing 3ds Max

- o Appendix D Keyboard Shortcuts

Product Description

In this book you'll learn:

- + How to model an architectural scene and create stunning materials that breathe life into your projects

- + How to use real-world photometric lights and global illumination to achieve photorealism

- + Efficient project workflow and scene assembly
- + Tips and tricks for the production environment that would take years to learn the hard way
- + How to market your services to prospective clients

Welcome to the world of 3D architectural visualizations using the most powerful and versatile 3D software package on the planet: 3ds Max. In just the last few years, the visualization industry has arguably become the fastest-growing 3D industry, and may soon overtake all others in total number of users. Just as the use of CAD became the norm for nearly all architectural, engineering, and construction firms in the 90s, 3D visualizations have become standard practice today. This book takes you through the challenge of learning one of the most complex computer programs ever created, by way of easy-to-follow tutorials and instruction. It specifically focuses on those parts of the program you need to know to produce stunning architectural visualizations. The intent is not to show you every possible way to accomplish a task, but rather some of the fastest and most efficient ways. At the end of the book, there is a guide to marketing your services, as well as 20 top tips that took the author almost 10 years to learn in a production environment sometimes the hard way. 3ds Max is a large and complex application but by learning just the features that apply to visualizations, you'll be learning everything you need to know to get ahead in the industry in the shortest possible time. Summary of Contents:

+ PART 1 GETTING AROUND INSIDE 3DS MAX

Quick Start 1 Getting Started

Chapter 1 Navigating the 3ds Max Interface

Chapter 2 Working with Objects

+ PART 2 MODELING

Quick Start 2 Getting Started with Modeling

Chapter 3 Modeling Basics

Chapter 4 The Critical Compound Objects Types (Loft, Boolean, Terrain, and Scatter)

Chapter 5 The Critical Modeling Modifiers

+ PART 3 MATERIALS

Quick Start 3 Getting Started with Materials

Chapter 6 Material Basics

Chapter 7 The Critical Map Channels

Chapter 8 The Critical Map Types

Chapter 9 UVW Mapping

+ PART 4 LIGHTING

Quick Start 4 Getting Started with Lights

Chapter 10 Basic Lighting

Chapter 11 Photometric Lighting

Chapter 12 Global Illumination

+ PART 5 CAMERAS AND ANIMATION

Quick Start 5 Getting Started with Cameras and Animation

Chapter 13 Camera Basics

Chapter 14 Animation Basics

Chapter 15 Animation Controllers

+ PART 6 RENDERING

Quick Start 6 Getting Started with Rendering

Chapter 16 Rendering Basics

Chapter 17 Scene Assembly

Chapter 18 Effect Basics

+ APPENDICES

Appendix A Marketing Your Services

Appendix B Top 20 Production Tips

Appendix C Customizing 3ds Max

Appendix D Keyboard Shortcuts

作者介绍:

目录:

[Foundation 3ds Max 8 Architectural Visualization_下载链接1](#)

标签

design

book

[pdf]

3dsmax

3D

评论

[Foundation 3ds Max 8 Architectural Visualization_ 下载链接1](#)

书评

[Foundation 3ds Max 8 Architectural Visualization_ 下载链接1](#)