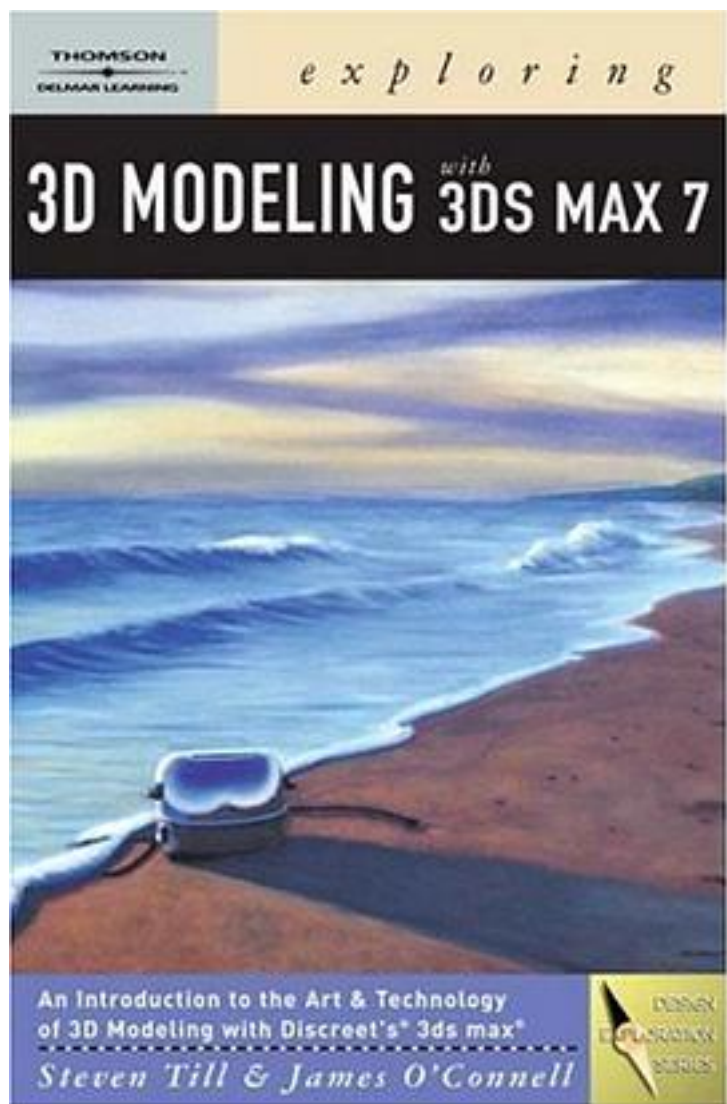# Exploring 3D Modeling with 3ds Max 7 (Design Exploration)

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An exceptionally practical and project-driven book, Exploring 3D Modeling with 3ds max 7 is written specifically for designers interested in exploring the concepts and technology of modeling. The book offers a thorough introduction to 3D design, including an overview of the interface and components of Discreet's® widely used 3ds max software, and the tools and commands that will quickly lead users to proficiency using the latest release. Flexible, step-by-step tutorials are geared to get readers up to speed by providing useful and entertaining applications to real-world 3D modeling scenarios. Coverage includes the important concepts of polygonal, spline, and patch modeling, as well as the materials and textures that are essential to generating photo-realistic projects. Basic and intermediate lighting techniques and rendering methods for final output of projects are also explored in this one-of-a-kind introduction to the world of 3D modeling and animation.

作者介绍:

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