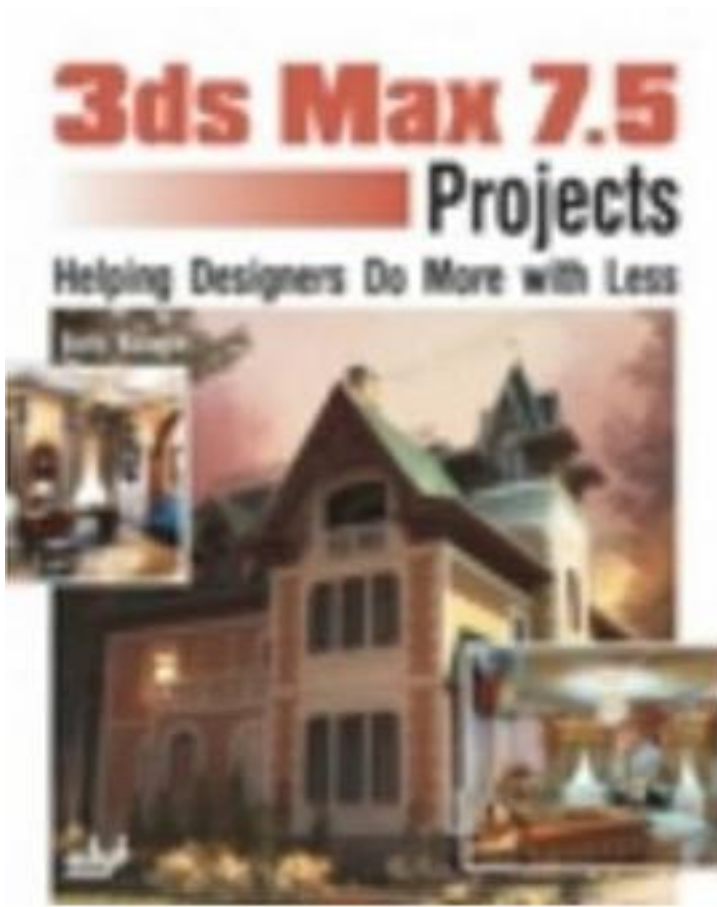


3ds max 7.5 Projects



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Animators will model, render, and animate high-quality objects and environments of their own design with these tools for creating 3D animation and modeling in 3ds max 7. How to use various modeling methods in combination is explained, including NURBS, mental ray, and built-in paint deform. Particle effects such as dust and exhaust, visual

effects, lighting, motion capture animation, compositing, and plug-ins are also covered. The accompanying CD-ROM includes intermediate and final scenes and an animation clip developed within the key-frame task, teaching animators how to create and animate photorealistic objects in a realistic environment.

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