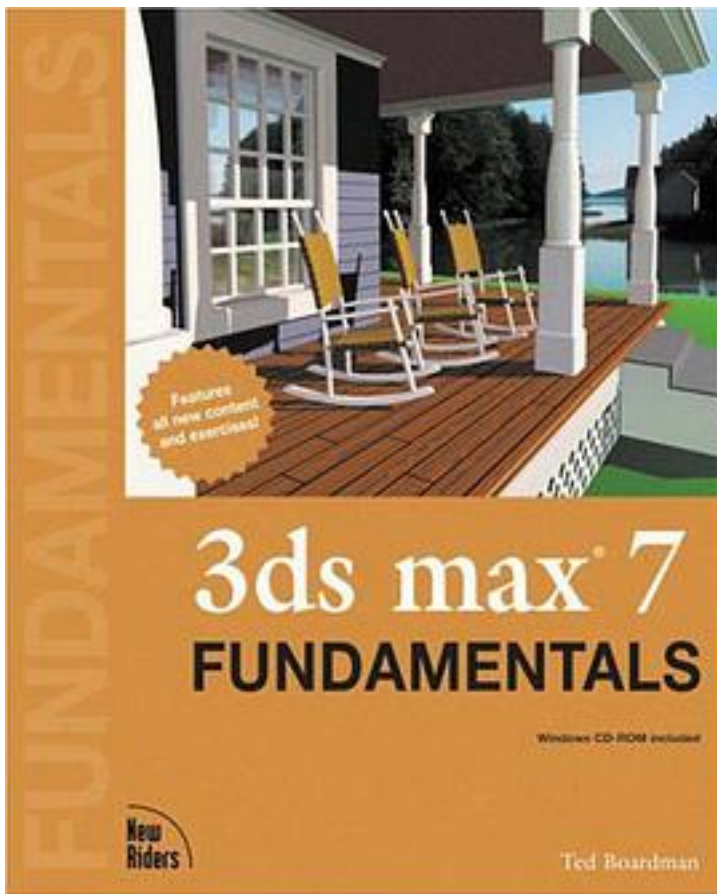


3DS Max 7 Fundamentals



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Here to get students hands-on fast is a project-based guide from one of Discreet's own carefully chosen authorized training specialists, Ted Boardman. Completely updated with brand new tutorials, real-world projects, easy to understand explanations and a CD that includes all the files students need to complete the books many projects, Ted

shows them how to maximize the program's potential in virtually any application or industry. They'll quickly learn the basics of modeling, applying materials and maps, applying lighting, and integrating animation before moving on to more advanced topics. They'll also find plenty of coverage of the bells and whistles new to 3ds max 7: Normal Mapping, the Parameter Editor, Paint Selections, as well as the award-winning character animation system, character studio(r).

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