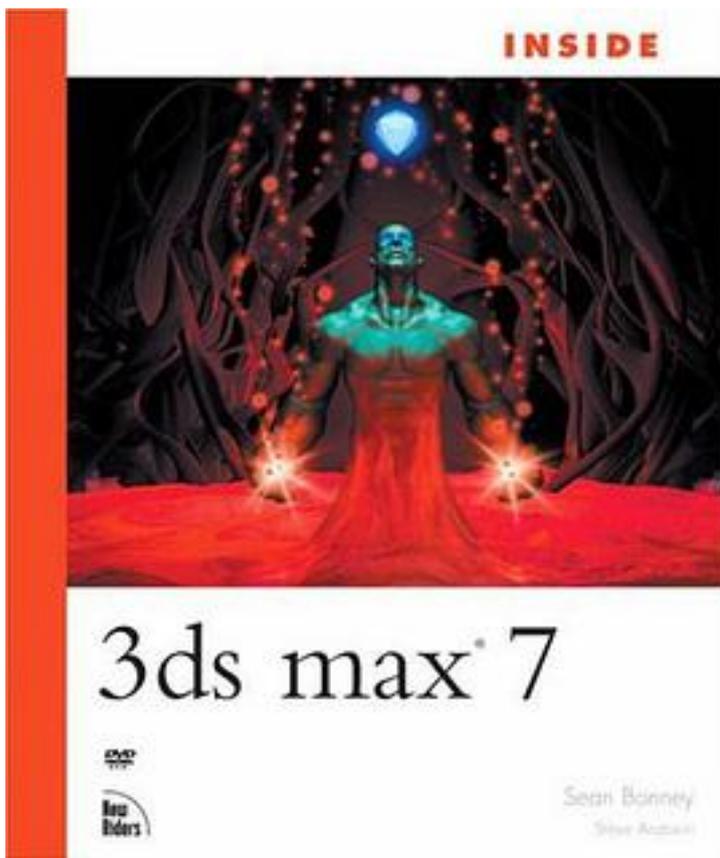


# Inside 3DS Max 7



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著者:Bonney, Sean/ Anzovin, Steven

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The world of 3D modeling and animation is a complex one. Lucky for you, with Inside 3ds max 7, you get not just one instructor but a team of expert developers and trainers who cover the newly revised program from every angle. Using case studies to uncover real-world solutions as well as hands-on tutorials to help you arrive at practical answers to everyday issues, this all-in-one reference is the answer to your 3ds max prayers.

You'll find out how to use 3ds max's production tools (plus the whys behind their use) and be exposed to informative, inspirational examples of varying artistic styles. And when you're ready, you'll also find complete coverage of advanced topics: camera matching, character rigging, rendering, compositing, and more. To complete the learning package, a companion CD includes all of the book's lesson files. Whether you're a game designer, Hollywood effects wizard, or industrial designer you'll soon be creating out-of-this-world worlds with 3ds max 7 and this guide.

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