



3ds Max 6 Animation and Visual Effects Techniques (Graphics Series) (Charles River Media Graphics)

Sanford Kennedy

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3ds max(TM) 6 Animation and Visual Effects Techniques is a completely updated version of this best-selling book. It covers 3ds max 6 and provides an organized and thorough process for integrating all of the features of max to create, animate, render, and finish an animation project. Beginning with a review of the essentials, users learn about all of the key features used in animation and visual effects, including the fundamentals of animated filmmaking, and then work through detailed tutorials covering modeling of buildings, environments, humans, and aliens. Once they have created the models, the animation techniques are explored, including character setup with bones, lip sync, facial expression, and walk cycles. From there the process moves to scene animation, visual effects, materials and textures, event-based particles, and lighting and rendering. The book ends with detailed chapters on character studio® 4, combustion® 3.0, reactor® 2, Mental Ray® 3.2, and the Shag Hair and Dynamic Effects plug-ins. Anyone interested in learning an efficient and practical process for creating animated environments and films will find what they need here.

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