



# Exploring 3d Modeling with 3ds Max 8

*Steve Till, James O'Connell*

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## **Exploring 3d Modeling with 3ds Max 8** Steve Till, James O'Connell

An exceptionally practical and project-driven book, Exploring 3D Modeling with 3Ds Max 8 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 Autodesk's widely used 3ds max software, and the tools and commands that will lead users quickly 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.

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