3D Studio MAX Design Guide: Everything You Need to Master 3D Modeling and Animation with 3D Studio MAX

Anthony Potts, David H., Jr. Friedel, Anthony Stock

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Includes 16 pages of full color! Contains tips and techniques for modeling characters, animals, and vehicles. Offers step-by-step tips for animation: bouncing balls, object tracking, high realism, cartoons, character animation, motion tracking, morphing, and more! Gives instruction on effectively using materials: metals, glass, wood, skin, animated textures, smoke, fog, clouds, and reflections. Features 3D modeling and animation in Web pages, one of the hottest topics in design. Teaches techniques for lighting: searchlights, neon, shadows, ray tracing, and simulating stained glass.

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