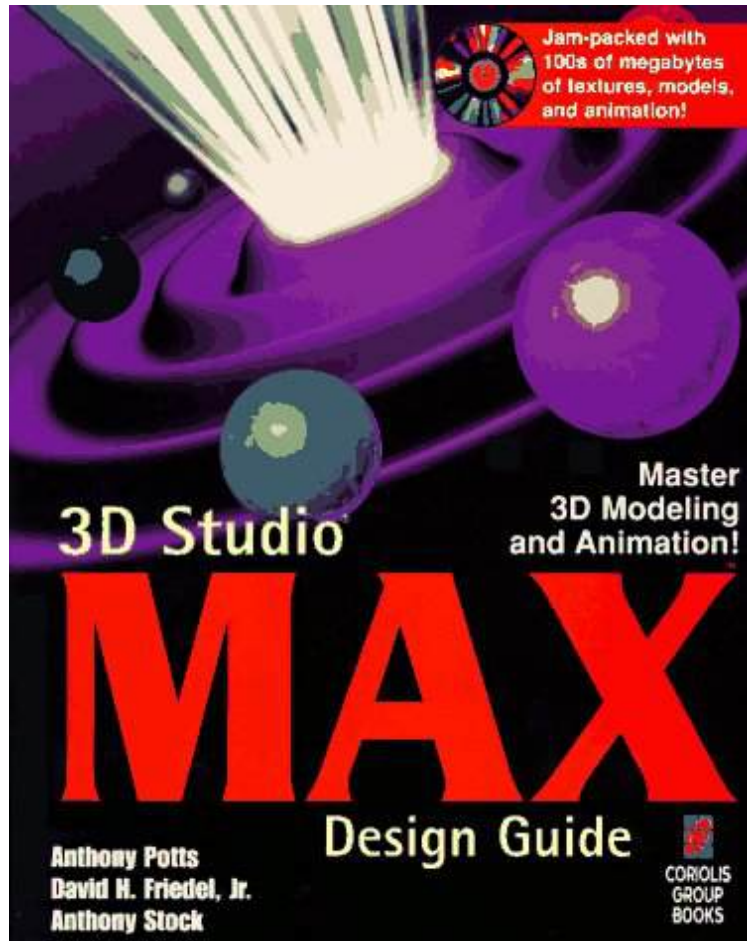


3D Studio MAX Design Guide: Everything You Need to Master 3D Modeling and Animation with 3D Studio MAX

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

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



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Studio MAX:

1 of 1 review helpful Doesn't fulfill Expectations By A Customer I was kinda disappointed with the book First of all it's labelled design guide but is really just a bunch of tutorials The introduction says this book is not a tutorial on learning every button and menu of Max it's a fast paced project oriented guide on doing cool stuff with an awesome package First off project oriented tutorials so you won't 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 com Whereas Character Animation with 3D Studio Max zeroes in on creating human and beast animation 3D Studio Max Design Guide takes a more well rounded approach to teaching you about this software package It provides 21 different projects each

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