Learning Autodesk 3ds Max 2008 Foundation

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Learning Autodesk® 3ds Max® 2008 | Foundation is your shortcut to learning 3ds Max quickly and effectively. You'll get hands-on experience with the key tools and techniques through easy-to-follow, step-by-step project-based lessons, while learning to model, animate, apply materials and render in both the games & design visualization pipelines. By the end of the book you'll have a sense of the entire production process as you work on real-life production examples.

Whether you're a game artist or a graphic artist, Autodesk® 3ds Max® 2008 has the tools you need to succeed.

Game Artists will gain in-depth knowledge of the world-class Biped character animation toolset, unparalleled polygon modeling and texturing workflow.

Design Visualization Specialists such as architects, designers, and graphic artists, will gain the power to visually inform the design process through conceptual exploration, design validation and visual communication.

Bonus features included on DVD:
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. Bonus short films and new software feature demos
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