



# Autodesk 3ds Max 2014 Essentials: Autodesk Official Press

By Randi L. Derakhshani, Dariush Derakhshani



**Autodesk 3ds Max 2014 Essentials: Autodesk Official Press** By Randi L. Derakhshani, Dariush Derakhshani

## Great guide to the fundamentals of Autodesk 3ds Max 2014

This Autodesk Official Press guide is just what you need to learn the basics of Autodesk 3ds Max 2014 quickly and easily. Through a series of cool projects like designing an alarm clock, animating a thrown knife, or lighting a scene, you'll learn the essentials of modeling, rigging, animating, and rendering using the popular Autodesk 3ds Max 3D animation and effects software. It's a practical, hands-on approach allowing you to constantly reinforcing skills as you learn them.

Downloadable before-and-after project files let you to compare your work to that of 3ds Max professionals. Even if you already have experience with 3ds Max, this book is a great reference for renewing your skills. And, it will help all users review and prepare for the Autodesk 3ds Max 2014 certification exams.

- Helps beginners and those migrating from other 3D animation and effects programs get up and running on Autodesk 3ds Max 2014
- Features a realistic, task-based approach, so readers learn via a series of hands-on projects using downloadable files, all backed with ample instruction, explanation, and illustration
- Covers modeling, rigging, animating, rendering, skinning, architectural visualization, and more
- Written by Autodesk Authorized Authors and is an Autodesk Official Press book

Get firsthand experience with 3ds Max, as well as a good start on preparing for the Autodesk 3ds Max 2014 Certified Professional exam, with *Autodesk 3ds Max 2014 Essentials*.

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### Editorial Review

From the Back Cover

Learn Autodesk 3ds Max Quickly and Easily

This Autodesk Official Press guide covers the fundamentals of Autodesk 3ds Max 2014 with step-by-step tutorials and hands-on exercises that give you firsthand experience with the tools and a good start on preparing for the Autodesk 3ds Max 2014 Certified Professional exam. Create a retro-style alarm clock, animate a thrown knife, model a chair, and more, while you learn modeling, rigging, animating, rendering, and other career-essential techniques. Whether you're a beginner or migrating from another 3D application, this task-based book provides the solid grounding you need in Autodesk 3ds Max.

Learn these Autodesk 3ds Max essentials—and more:

- Polygons, polygon meshes, and primary modeling
- Animating objects, simple and complex
- Using CAD files to create rooms with doors and windows
- Skinning a model to a biped figure and adding motion
- Adding color and other materials
- Visualizing interiors with lighting and texturing
- Rendering interior scenes effectively
- Understanding mental ray and HDRI

Learn interior visualization skills using high-quality models and mental ray

Model, add materials, rig, and animate this soldier model

Begin the modeling process using basic techniques to create this retro-style alarm clock

This striking *Essentials* book features:

- Chapter-opening learning objectives
- Step-by-step tutorials
- Full-color screenshots and illustrations
- Essentials and Beyond—summaries and additional suggested exercises
- Downloadable exercise files

About the Author

**Randi L. Derakhshani** teaches 3D and visual effects at The Art Institute of California and has worked as a digital artist and technical director for games and movie projects with Gizmo Games, RJB Enterprises, and Sony. Dariush Derakhshani is an award-winning visual effects supervisor, author, and educator. He has worked on movies such as *The Fantastic Four* and *Pan's Labyrinth*, the *South Park* TV series, and numerous commercials and music videos. He teaches 3D animation and is the author of all of Sybex's *Introducing Maya* books. Dariush and Randi are also coauthors of all of Sybex's *Introducing 3ds Max* books, as well as *Autodesk 3ds Max 2013 Essentials*. Randi and Dariush are also Autodesk Certified Instructors.

## **Users Review**

### **From reader reviews:**

#### **Shirley Kistner:**

The publication with title Autodesk 3ds Max 2014 Essentials: Autodesk Official Press possesses a lot of information that you can learn it. You can get a lot of benefit after read this book. This specific book exist new expertise the information that exist in this publication represented the condition of the world at this point. That is important to yo7u to understand how the improvement of the world. That book will bring you within new era of the globalization. You can read the e-book on your own smart phone, so you can read the item anywhere you want.

#### **Jennifer Oaks:**

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#### **John Cotton:**

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