3ds Max 2010 Bible

By Kelly L. Murdock

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The bestselling 3ds Max book ever, now updated for the latest version

3ds Max is the world's most popular animation modeling and rendering software used to create 80 percent of commercially available video games, including those for Microsoft's Xbox 360, Sony's Playstation 3, and Nintendo's Wii. It is an expensive, intricate program that can take years to thoroughly master.

As the ultimate comprehensive reference and tutorial on 3ds Max, this guide contains in-depth coverage of every aspect of 3ds Max and explores the newest features that the latest version has to offer. You'll learn to master the complexities of 3ds Max under the guidance of 3D expert Kelly Murdock.

- Includes in-depth detail on all the latest features for veterans of earlier versions of 3ds Max from 3D expert Kelly Murdock
- Shares expert advice, timesaving techniques, and more than 150 step-by-step tutorials
- Features a 16-page, full-color insert with inspiring examples of cutting-edge 3ds Max art
- Bonus DVD contains all the examples from the book, unique models and textures that you can customize on your own, and a searchable, full-color version of the book

A Quick Start chapter shows you how to create an exciting animation on your very first day with the software so you can dive in and get started immediately.

Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

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Editorial Review

From the Back Cover
Covers both 3ds Max 2010 and 3ds Max 2010 Design

Hands down, the best book on 3ds Max around

Whether you're a novice eager to get started or a full-fledged animator seeking new ways to dazzle, the new edition of this perennial hot seller is the perfect 3ds Max book for you. It's crammed with the very latest features, professional techniques, and over 150 step-by-step tutorials that will build skills and spark your creativity. Don't miss the colorful insert, which showcases the work of cutting-edge 3D artists and is sure to inspire you.

- Do freeform sculpting with the new Graphite Modeling Tools
- Use the new Material Explorer interface to quick-navigate material hierarchies
- Discover viewport exposure control, ambient occlusion, and soft shadows
- Add multiple sound tracks to your scene with the ProSound features
- Quickly find mesh problems with the xView display options
- Paint directly on models in the new Viewport Canvas mode

What's on the DVD?

You'll find before-and-after example files for every tutorial in the book, as well as:

- Unique models and textures you can customize for your own designs
- A searchable full-color PDF of the book

System Requirements: See the DVD appendix for details and complete system requirements.

Also in the Book

- A 16-page full-color insert highlighting cutting-edge work from 3ds Max artists
- Animate a space scene
- Paint models in the viewport
- View models with soft shadows

Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

About the Author
Kelly Murdock has been authoring computer books for many years now and still gets immense enjoyment from the completed work. His book credits include various 3D, graphics, multimedia, and Web titles, including nine previous editions of this book, *3ds Max Bible.* Other major accomplishments include *Google SketchUp Bible, Edgeloop Character Modeling for 3D Professionals Only*, *Maya 6 and 7 Revealed, LightWave 3D 8 Revealed, The Official Guide to Anime Studio, Poser 6 and 7 Revealed, 3D Game Animation For Dummies, gmax Bible*, *Adobe Atmosphere Bible*, *Master VISUALLY HTML and XHTML, JavaScript Visual Blueprint,* and co-authoring duties on two editions of the *Illustrator Bible* (for versions 9 and 10) and four editions of the *Adobe Creative Suite Bible.*

With a background in engineering and computer graphics, Kelly has been all over the 3D industry and still finds it fascinating. He's used high-level CAD workstations for product design and analysis, completed several large-scale visualization projects, created 3D models for feature films and games, worked as a freelance 3D artist, and even done some 3D programming. Kelly's been using 3D Studio since version 3 for DOS. Kelly has also branched into training others in 3D technologies. He currently works as a production manager for an upcoming game company.

Users Review

From reader reviews:

Annette Carroll:

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Richard Moyer:

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Billy Shaner:

Within this era which is the greater man or who has ability in doing something more are more important than other. Do you want to become considered one of it? It is just simple solution to have that. What you have to do is just spending your time not very much but quite enough to experience a look at some books. One of the books in the top record in your reading list is usually 3ds Max 2010 Bible. This book which is qualified as The Hungry Hillsides can get you closer in getting precious person. By looking up and review this reserve you can get many advantages.

Katherine Adkins:

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