



Deconstructing the Elements with 3ds Max: Create natural fire, earth, air and water without plug-ins

By Pete Draper

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Get the most realistic effects from 3ds Max without having to spend more on plug-ins!

Boost your effects skill-set with this 3ds Max workshop. Tutorial lessons give you hands-on experience in creating realistic fire, earth, air and water effects. Updated to demonstrate production techniques suitable for any version of 3ds Max, this new edition is co-published by Autodesk Media and Entertainment, and includes new tutorials on entering the Earth's atmosphere, glaciers, lava eruptions and a Badlands landscape.

Inspirational color images cover every page of the book as the author shares his professional techniques and workflow processes. The companion DVD contains all of the required tutorial media as well as over 6 hours of video tutorials.

User level: Intermediate and advanced

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Editorial Review

Review

'I congratulate Pete on this amazing accomplishment. I am certain that those of you who read this will find it incredibly useful, both as an educational tool and as a volume of reference. I encourage you all to read and absorb the information found within, and use it to help strengthen both your own skills, and to help strengthen and maintain our ever spreading 3D community.'

-Jason 'Buzz' Busby (www.3dbuzz.com)

About the Author

a UK-based visual effects animator and artist with 10+ years experience on large and small screen projects. Starting out as a fine artist and designer, his shift to CG animation led to key roles such as Lead and Senior Artist, Head of Media and, more recently, Visual Effects Supervisor / Director. Pete's work covers a broad range of disciplines and genres from visual effects to reconstructions, commercials to in-house training. He currently writes for 3D World magazine, providing tips, tricks, reviews and tutorials for 3ds max and other animation and graphics tools.

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