



Autodesk 3ds Max 2016 for Beginners: A Tutorial Approach (Paperback)

By Prof Sham Tickoo Purdue Univ

Cadcam Technologies, United States, 2015. Paperback. Condition: New. Language: English . Brand New Book ***** Print on Demand *****. Welcome to the world of Autodesk 3ds Max, a 3D modeling, animation, and rendering software package developed by Autodesk Inc. It is widely used by architects, game developers, design visualization specialists, and visual effects artists. A wide range of modeling and texturing tools make it an ideal platform for 3D modelers and animators. The intuitive user interface and workflow tools of Autodesk 3ds Max have made the job of design visualization specialists easier. Autodesk 3ds Max 2016 for Beginners: A Tutorial Approach is a tutorial-based textbook that introduces the readers to the basic features of 3ds Max 2016 created on real world model through tutorials. The textbook caters to the needs of both the novice and the advanced users of the software. This textbook will help you unleash your creativity and help you create simple and complete 3D models and animations. The textbook will help the learners transform their imagination into reality with ease.

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