



Kelly L. Murdock's Autodesk 3ds Max 2015 Complete Reference Guide

By Kelly L. Murdock

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Kelly L. Murdock's Autodesk 3ds Max 2015 Complete Reference Guide is a popular book among users new to 3ds Max and is used extensively in schools around the globe. The success of this book is found in its simple easy-to-understand explanations coupled with its even easier to follow tutorials. The tutorials are laser focused on a specific topic without any extra material making it simple to grasp difficult concepts. The book also covers all aspects of the software making it a valuable reference for users of all levels.

The Complete Reference Guide is the ultimate book on 3ds Max, and like Autodesk's 3D animation software, it just gets better and better. Whether you're new to 3ds Max or an experienced user, you'll find everything you need in this complete resource. The book kicks off with a quick start tutorial, so beginners can jump in and begin working with 3ds Max right away. Experienced 3ds Max users, will appreciate advanced coverage of features like crowd simulation, particle systems, radiosity, MAXScript and more. Over 150 tutorials complete with before and after files help users at all levels build real world skills.

What is Autodesk 3ds Max?

Autodesk 3ds Max is a popular 3D modeling, animation, rendering, and compositing software widely used by game developers and graphic designers in the film and television industry.

What you'll learn

- Discover all the new features and changes in 3ds Max 2015
- Learn how to reference, select, clone, group, link and transform objects
- Explore 3D modeling and how to apply materials and textures
- Set impressive scenes with backgrounds, cameras and lighting
- Master smart techniques for rendering, compositing and animating
- Create characters, add special effects, and finish with dynamic animations such as hair and cloth

- Get comfortable with key tools such as Track View, Quicksilver, mental ray®, Space Warps, MassFX and more

Who this book is for

This comprehensive reference guide not only serves as a reference for experienced users, but it also easily introduces beginners to this complex software. Packed with expert advice from popular author Kelly Murdock, it begins with a Quick Start tutorial to get you up and running, then continues with more than 150 step-by-step tutorials, in depth coverage of advanced features, and plenty of tips and timesavers along the way.

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Editorial Review

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 14 editions of the 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, 7 and 8 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 five 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 did some 3D programming. Kelly's been using 3 Studio since version 3 for DOS. Kelly has also branched into training others in 3D technologies. He currently works as a freelance graphic artist and video game producer.

In his spare time, Kelly enjoys playing basketball and collecting video games.

Users Review

From reader reviews:

Louise Lewis:

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