



3ds Max Speed Modeling for 3D Artists

By Thomas Mooney

Packt Publishing. Paperback. Book Condition: New. Paperback. 422 pages. Dimensions: 9.2in. x 7.5in. x 1.0in. Is your 3D modeling up to speed? It soon will be with this brilliant practical guide to speed modeling with 3ds Max, focusing on hard surfaces. Raise your productivity a notch and gain a new level of professionalism. Overview Learn to speed model in 3ds Max, with an emphasis on hard surfaces. Up to date coverage, covering 3ds Max 2013 features. Focused explanations with step-driven practical lessons. Balance learning and action. What you will learn from this book: Modeling processes using the Ribbon. Ways to create a customized UI for accessing modeling tools faster. Modeling using modifiers and deformations. UV mapping and topology. Effect readiness for sculpting. How to work with GoZ and ZBrush. Procedures for painting models using Viewport Canvas. Concepts of game-readiness. Retopology and polygon reduction methods. Easy rigging, skinning and animation walk-throughs. Gain fluency in UV mapping and texture creation. How to render and present your models for your folio. Approach Step by step illustrated tutorials are supported by a focused commentary. The examples are designed to proceed from starting to model through model finishing to putting models to work within projects and...

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