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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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