



Tutorial 3d Max

Prof. Sham Tickoo



Tutorial 3d Max:

Autodesk 3ds Max 2018 for Beginners: A Tutorial Approach, 18th Edition Prof. Sham Tickoo, 2017-08-01 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 2018 for Beginners A Tutorial Approach is a tutorial based book that introduces the readers to the basic features of 3ds Max 2018 created on real world model through tutorials The book caters to the needs of both the novice and the advanced users of the software This book will help you unleash your creativity and help you create simple and complete 3D models and animations The book will help the learners transform their imagination into reality with ease Salient Features Consists of 17 chapters and 5 real world based projects that are organized in a pedagogical sequence covering various aspects of modeling texturing lighting and animation The author has followed the tutorial approach to explain various concepts of modeling texturing lighting and animation The first page of every chapter summarizes the topics that are covered in it Step by step instructions that guide the users through the learning process Additional information is provided throughout the book in the form of notes and tips Self Evaluation test Review Questions are given at the end of each chapter so that the users can assess their knowledge Student project has been given at the end of this book to test and enhance the skills of students Table of Contents Chapter 1 Introduction to Autodesk 3ds Max 2018 Chapter 2 Primitive Objects I Chapter 3 Primitive Objects II Chapter 4 Working with Splines I Chapter 5 Working with Splines II Chapter 6 Lofting Twisting and Deforming Objects Chapter 7 Material Editor Creating Materials Chapter 8 Material Editor Texture Maps I Chapter 9 Material Editor Texture Maps II Chapter 10 Material Editor Controlling Texture Maps Chapter 11 Material Editor Miscellaneous Materials Chapter 12 Interior Lighting I Chapter 13 Interior Lighting II Chapter 14 Animation Basics Chapter 15 Complex Animation Chapter 16 Rendering Chapter 17 Creating Walkthrough Project 1 Creating a Windmill Project 2 Creating a Diner Project 3 Architectural Project Project 4 Corporate Design Project Project 5 Creating a Computer Center Index

Autodesk 3ds Max Design 2015 Prof Sham Tickoo Purdue Univ, 2014-07-05 Autodesk 3ds Max Design 2015 A Tutorial Approach textbook introduces the readers to the basic features of 3ds Max Design 2014 through tutorials The textbook caters to the needs of both the novice and the advanced users of the software Written with the tutorial point of view and the learn by doing theme the textbook is ideally suited for learning at your convenience and pace 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

Introducing 3ds Max 9 Dariush Derakhshani, Randi L. Derakhshani, 2011-01-11 Video game and feature film artists have used 3ds Max to create Halo 2 King Kong Myst V and more Now you can harness this popular animation software with

the clear step by step instructions in this easy to follow guide This book breaks down the complexities of 3D modeling texturing animating and visual effects Clear cut explanations tutorials and hands on projects help build your skills and a special color insert includes real world examples from talented 3ds Max beginners Note CD ROM DVD and other supplementary materials are not included as part of eBook file

Autodesk 3ds Max 2020 for Beginners: A Tutorial Approach, 20th Edition Prof. Sham Tickoo,2020-01-21 Autodesk 3ds Max 2020 for Beginners A Tutorial Approach is a tutorial based book that introduces the readers to the features of 3ds Max 2020 such as modeling texturing lighting animation and rendering in an effective and simple manner In this edition the readers will also learn about arnold materials lights and rendering Also some new and enhanced features of 3ds Max 2020 such as Chamfer Modifier and OSL map are covered in this edition Salient Features Consists of 17 chapters and 5 real world projects that are organized in a pedagogical sequence covering various aspects of modeling texturing lighting rendering and animation The author has followed the tutorial approach to explain various concepts of modeling texturing lighting rendering and animation Self Evaluation test Review Questions and exercises are given at the end of each chapter so that the users can assess their knowledge Student project has been given at the end of this book to test and enhance the skills of students Table of Contents Chapter 1 Introduction to Autodesk 3ds Max 2020 Chapter 2 Primitive Objects I Enhanced Chapter 3 Primitive Objects II Enhanced Chapter 4 Working with Splines I Enhanced Chapter 5 Working with Splines II Chapter 6 Lofting Twisting and Deforming Objects Chapter 7 Material Editor Creating Materials Chapter 8 Material Editor Texture Maps I Chapter 9 Material Editor Texture Maps II Chapter 10 Material Editor Controlling Texture Maps Chapter 11 Material Editor Miscellaneous Materials Enhanced Chapter 12 Interior Lighting I Chapter 13 Interior Lighting II Chapter 14 Animation Basics Enhanced Chapter 15 Complex Animation Enhanced Chapter 16 Arnold Materials Lights and Rendering New Chapter 17 Creating Walkthrough Project 1 Creating a Windmill Project 2 Creating a Diner Project 3 Architectural Project Project 4 Corporate Design Project Project 5 Creating a Computer Center Index Free Teaching and Learning Resources CAD/CIM Technologies provides the following free teaching and learning resources with this book Technical support by contacting techsupport cadcim com Max files used in tutorials Instructor Guide with solution to all review questions and instructions to create the models for exercises For faculty only Additional learning resources at 3dsmaxexperts.blogspot.com and youtube.com/cad/cimtech We also provide video courses on Autodesk 3ds Max To enroll please visit the CAD/CIM website using the following link <https://www.cadcim.com/video/courses>

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Additionally in this edition the readers will be able to learn about some new and enhanced features of 3ds Max 2020 such as Compound Shapes and Chamfer Modifier Salient Features Consists of 18 chapters and 1 project that are organized in a pedagogical sequence covering various aspects of modeling texturing lighting and animation The author has followed the tutorial approach to explain various concepts of modeling texturing lighting and animation The first page of every chapter summarizes the topics that are covered in it Step by step instructions that guide the users through the learning process Additional information throughout the book in the form of notes and tips Self Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge Table of Contents Chapter 1 Introduction to Autodesk 3ds Max 2020 Chapter 2 Standard Primitives Chapter 3 Extended Primitives Chapter 4 Working with Architectural Objects Chapter 5 Splines and Extended Splines Chapter 6 Modifying Splines Chapter 7 Materials and Maps Chapter 8 Modifying 3D Mesh Objects Chapter 9 Graphite Modeling Technique Chapter 10 Compound Objects Chapter 11 Modifiers Chapter 12 Lights and Rendering Chapter 13 Animation Basics Chapter 14 Rigid Body Dynamics and Helpers Chapter 15 NURBS Modeling Chapter 16 Systems Hierarchy and Kinematics Chapter 17 Particle Systems and Space Warps I Chapter 18 Particle Systems and Space Warps II Project 1 Creating a Diner Index For free download **Autodesk 3ds Max 2016 for Beginners** Prof Sham Tickoo Purdue Univ,2015-08-09 Get up to speed quickly with this compelling guide to Autodesk 3ds Max With its real world hands on exercises Autodesk 3ds Max 2016 for Beginners helps new users learn the fundamentals of Autodesk 3ds Max quickly become productive Autodesk 3ds Max 2018: A Comprehensive Guide, 18th Edition Prof. Sham Tickoo,2017-08-29 Autodesk 3ds Max 2018 A Comprehensive Guide aims at harnessing the power of Autodesk 3ds Max for modelers animators and designers The book caters to the needs of both the novice and the advanced users of 3ds Max Keeping in view the varied requirements of the users the book first introduces the basic features of 3ds Max 2018 and then gradually progresses to cover the advanced 3D models and animations In this book two projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users This book will help you unleash your creativity thus helping you create stunning 3D models and animations The book will help the learners transform their imagination into reality with ease Also it takes the users across a wide spectrum of animations through progressive examples numerous illustrations and ample exercises Salient Features Consists of 18 chapters and 1 project that are organized in a pedagogical sequence covering various aspects of modeling texturing lighting and animation The author has followed the tutorial approach to explain various concepts of modeling texturing lighting and animation The first page of every chapter summarizes the topics that are covered in it Step by step instructions that guide the users through the learning process Additional information is provided throughout the book in the form of notes and tips Self Evaluation test and Review Questions are given at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Introduction to Autodesk 3ds Max 2018 Chapter 2 Standard Primitives Chapter 3 Extended Primitives Chapter 4 Working with Architectural Objects Chapter 5

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Exploring AutoCAD Civil 3D 2019, 9th Edition Prof. Sham Tickoo, 2018 Exploring AutoCAD Civil 3D 2019 book introduces the users to the powerful Building Information Modeling BIM solution AutoCAD Civil 3D The BIM solution in AutoCAD Civil 3D helps create and visualize a coordinated data model This data model can then be used to design and analyze a civil engineering project for its optimum and cost effective performance This book has been written considering the needs of the professionals such as engineers surveyors watershed and storm water analysts land developers and CAD technicians who wish to learn and explore the usage and abilities of AutoCAD Civil 3D in their respective domains This book consists of 13 chapters covering Points Creations Surface Creations Surface Analysis Corridor Modeling Pipe Networks Pressure Networks and Parcels and so on The chapters are organized in a pedagogical sequence to help users understand the concepts easily Each chapter begins with a command section that provides a detailed explanation of the commands and tools in AutoCAD Civil 3D The chapters in this book cover the basic as well as advanced concepts in AutoCAD Civil 3D such as COGO points surfaces and surface analysis alignments profiles sections grading assemblies corridor modeling earthwork calculations and pipe and pressure networks Salient Features Consists of 13 chapters that are arranged in pedagogical sequence Contains 808 pages 50 tutorials about 26 exercises and more than 770 illustrations Real world engineering projects used in tutorials exercises and explaining various tools and concepts Table of Contents Chapter 1 Introduction to AutoCAD Civil 3D 2019 Chapter 2 Working with Points Chapter 3 Working with Surfaces Chapter 4 Surface Volumes and Analysis Chapter 5 Alignments Chapter 6 Working with Profiles Chapter 7 Working with Assemblies and Subassemblies Chapter 8 Working with Corridors and Parcels Chapter 9 Sample Lines Sections and Quantity Takeoffs Chapter 10 Feature Lines and Grading Chapter 11 Pipe Networks Chapter 12 Pressure Networks Chapter 13 Working with Plan Production Tools and Data Shortcuts Index

3ds Max 9 Bible Kelly L. Murdock, 2007-01-30 This text provides a comprehensive guide to 3ds Max It is packed with expert advice and includes step by step tutorials

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modeling techniques that improve the productivity and efficiency of the user Keeping in mind the requirements of the users the book at first introduces sketching and part modeling in NX and then gradually progresses to cover assembly surfacing and drafting To make the users understand the concepts of Mold Design a chapter on mold designing of the plastic components is available in the book In addition a new chapter on basic concepts of GD T has also been added in this book Both these chapters are available for free download Written with the tutorial point of view and the learn by doing theme the book caters to the needs of both novice and advanced users of NX and is ideally suited for learning at your convenience and pace Salient Features Comprehensive coverage of NX concepts and techniques Tutorial approach to explain the concepts and tools of NX Detailed explanation of all commands and tools Hundreds of illustrations for easy understanding of concepts Step by step instructions to guide the users through the learning process More than 40 real world mechanical engineering designs as tutorials 35 as exercises and projects with step by step explanation Additional information throughout the book in the form of notes and tips Self Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge Table of Contents Chapter 1 Introduction to NX Chapter 2 Drawing Sketches for Solid Models Chapter 3 Adding Geometric and Dimensional Constraints to Sketches Chapter 4 Editing Extruding and Revolving Sketches Chapter 5 Working with Datum Planes Coordinate Systems and Datum Axes Chapter 6 Advanced Modeling Tools I Chapter 7 Advanced Modeling Tools II Chapter 8 Assembly Modeling I Chapter 9 Assembly Modeling II Chapter 10 Surface Modeling Chapter 11 Advanced Surface Modeling Chapter 12 Generating Editing and Dimensioning the Drawing Views Chapter 13 Synchronous Modeling Chapter 14 Sheet Metal Design Chapter 15 Introduction to Injection Mold Design For Free Download Chapter 16 Concepts of Geometric Dimensioning and Tolerancing For Free Download Index

Autodesk 3ds Max 2024 for Beginners: A Tutorial Approach, 24th Edition Prof. Sham Tickoo,2024-02-02 Autodesk 3ds Max 2024 for Beginners A Tutorial Approach is a tutorial based book that introduces the readers to the features of 3ds Max 2024 such as modeling texturing lighting Animation and Arnold rendering in an effective and simple manner This book will help readers unleash their creativity and help them create simple 3D models and animations The book will help the learners transform their imagination into reality with ease Salient Features Consists of 17 chapters and 5 real world projects that are organized in a pedagogical sequence covering various aspects of modeling texturing lighting rendering and animation The author has followed the tutorial approach to explain various concepts of modeling texturing lighting rendering and animation The first page of every chapter summarizes the topics that are covered in it Step by step instructions that guide the users through the learning process Additional information is provided throughout the book in the form of notes and tips Self Evaluation test Review Questions and exercises are given at the end of each chapter so that the users can assess their knowledge Student project has been given at the end of this book to test and enhance the skills of students Table of Contents Chapter 1 Introduction to Autodesk 3ds Max 2024 Chapter 2 Primitive Objects I Chapter 3 Primitive Objects II Enhanced Chapter 4 Working with Splines I

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