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Mastering Autodesk 3ds Max 2013



Synopsis

Get professional training in 3ds Max from this Autodesk Official Training Guide Extremely popular with video game designers as well as architects, 3ds Max offers integrated 3D modeling, animation, rendering, and compositing tools designed to streamline production. If you already have a working knowledge of 3ds Max basics, this official guide will take your skills to the next level. Detailed tutorials cover all the latest features of 3ds Max. From modeling, texturing, animation, and architectural visualization to high-level techniques for film, television, games, and more, this book provides professional-level instruction on 3ds Max. Those who are proficient in 3ds Max basics can take their 3D animation skills to the next level with this Autodesk Official Training Guide Offers industry-level training, with diverse tutorials that showcase techniques used in actual animations for games, film, TV, and architectural visualization Covers modeling, texturing, animation, visual effects, and high-level techniques as well as all the latest features of 3ds Max Also recommended as a preparation guide to Autodesk's 3ds Max Associate and Professional exams Mastering Autodesk 3ds Max will help intermediate to advanced 3ds Max users develop and sharpen their skills in this popular animation and effects software.

Book Information

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Customer Reviews

I'm 54 years old and just completed the book cover to cover. I've read a lot of programming and 3D books but this is absolutely the best book I've ever read and worth every dime and then some. Very

clear step-by-step instructions!! If you want to learn 3ds Max then this is the book for you. And I am not a publisher saying this, I'm a consumer and computer programmer like you!

This is an excellent book. I am nearly 63 years of age and have attention deficit issues. I am now three chapters into this book and find it very easy to follow and concentrate on. I have to read most things a couple of times to get the wording all in order and fully comprehend them but that is me not the book. I find that issue is greatly minimized with this book. I am enjoying learning 3d Max 2013 because the book is very easy to understand. It uses very concise sentences which for me is just what I need in order to progress through each section. The author does not engage in superfluous language, jargon or acronyms. This book works very well for someone like myself who has to make an extra effort to follow along. If you do not have the issues I have you should be able to learn 3d Max 2013 rapidly and well with this book.

This is an excellent but at times tough to follow book (especially if you're a beginner ... expect a lot of disappointment / frustration, but stick with it and you'll get there in the end) My only negative observation would be this: some of the example exercises are needlessly complicated. For example, on Chapter 13 it's nigh on impossible to follow the Sun / Moon / Planets exercise. I think the points could have been made without creating 4 planets in addition to a Sun / Moon, and multiple helpers. I've even tried (twice) to draw up a schematic from going through it, to no avail. I simply decided to move on. Thankfully this is more so an exception than the rule. It's an excellent product, but could do with some of that flab cut out of it. Creating multiple objects for the hell of it doesn't really add to the learning experience.

In a few more words: Informative, Organized, Comprehensible. As a lifelong learner and a college-level 3DS Max instructor, I know the value of well-written explanations and frustration-free examples, and Jeff delivers on both counts with "Mastering 3ds Max". It makes a big difference for students when the materials do not get in the way of learning and enjoying the program. I've used a lot of books in my years teaching, and Jeff's "Mastering 3ds Max" is my choice for both my Intro and Advanced 3ds Max classes. If you are an instructor, be sure to check out the Instructor Companion Site on the Sybex web site and the wealth of materials Jeff produced to assist you in teaching with his book. I know Jeff through the 3ds Max community and as a fellow Sybex author, and know the tremendous amount of work that went into the creation of this book. Jeff's talent shows in every page, and no matter what your experience level with 3ds Max (I'm over 20 years) you will learn a lot

as you work through the book. If you want to be knowledgeable and efficient in 3ds Max, read this book cover-to-cover. I give it a very well-deserved five stars.

I love the fact that I can read this book on all the devices that I have, including iPad mini, Android phone, MacBook Air, and my desktop PC, and even online at the library or coffee shop. As for the content of this book, it's a bit dry, but that's the nature of all technical books. Just make sure you're wide awake before commencing reading. The author did a great job of explaining how to use Autodesk 3DS Max step by step for beginners like myself.

You could knock someone out with this book, it is huge and packed with solid tips on working with 3-D Studio Max 2013

Well done. Very complete summary and instruction in the basic and advanced features. Wins alone by physical weight. Recommended for beginners and experienced users alike.

I am using an ebook version, so I didn't really notice the 'weight', but this book honestly packs everything you need into its 1000+ pages! I have been away from the program for some years, so I found this to be a perfect refresher of the basics, and also learned a lot of new tips and tricks along the way. I highly recommend this to anyone looking to start from scratch, trying to brush up on their skills, or even just pick up on some of the newer features of the past couple releases.

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