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To get the most out of these tutorial topics, we recommend you work through them on your computer using 3ds Max and MAXtoA. Note that although 3ds Max and MAXtoA have been used in these tutorials, much of the material is really about Arnold in general and so is also relevant to users of

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Isaac Oster provides an all-inclusive guide to 3ds Max. If you're a newcomer to Max, looking to switch from another software, or just want to recap some of the basics of this wonderfully versatile program, then this series is just what you've been looking for.

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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

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corresponding video. In each video author Kelly Murdock gives a brief overview of the contents of that section in the book, and covers some of the basics from the chapters within that section.

Welcome to the world of Autodesk 3ds Max, a 3D modeling, animation, and

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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

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Autodesk 3ds Max 2018: A Comprehensive
Guide aims at harnessing the power of

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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

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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

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12: Modifiers Chapter 13: Lights and
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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 with each release.

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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

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