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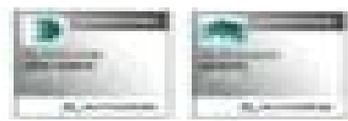
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how to use both programs allows you to increase your effectiveness as an artist This tutorial style book explains how to create the same model or animation using either program Each chapter contains a project that is created by one artist in Maya and another artist in 3ds Max in a side by side comparison   Exploring 3D Modeling with 3ds Max 2019: A Beginner Pradeep Mamgain,2018-09-16 The Exploring 3D Modeling with 3ds Max 2019 A Beginner   **Exploring 3d Modeling With Maya 5** Patricia Beckmann,Scott Wells,2004-01-01 This book by computer graphics expert James Mohler is created specifically for multimedia Web design students and professionals and offers a visually based introduction to Macromedia s latest industry standard software It examines the essential features of Flash with an explanation of why it is essential to the successful graphic designer A user friendly writing style clearly communicates the practical details of the application for quick study   Exploring 3D Modeling with Maya 7 Patricia Beckmann,Scott Wells,2007 This book offers a rock solid introduction to the workings of Autodesk s 3D modeling and animation software But throughout the book the authors award winning animators and experienced educators keep the emphasis on how designers can use Maya to meet client needs with stunning animation while exploring their own artistic impulses Coverage includes basic modeling techniques working with colors and textures lighting cinematography and rendering back cover   Exploring Modeling, Texturing, Lighting, and Rendering With Autodesk 3ds Max 2021, 3rd Edition Pradeep Mamgain,2020-08-26 The Exploring Modeling Texturing Lighting and Rendering With Autodesk 3ds Max 2021 3rd Edition book is perfect for both beginners and intermediate users of 3ds Max and those moving from other software to 3ds Max This brilliant guide takes you step by step through the whole process of modeling texturing UV mapping lighting and rendering You will learn important concepts and techniques about 3ds Max which you can utilize to create your 3ds Max projects This book also covers the Arnold renderer Fore more information visit Padexi Academy website padexi academy   *3ds Max Modeling for Games* Andrew Gahan,2011 3ds Max Modeling for Games VOLUME II Insider s Guide to Stylized Game Character Vehicle and Environment Modeling ALL TECHNIQUES TUTORIALS BELOW WILL FEATURE STYLIZED COMIC STYLE ART THIS IS THE DISTINCTION BETWEEN VOLUME I WHICH OFFER REALISTIC STYLE ART Chapter 1 Introduction to 3dsmax 20 30 pages User Interface Primitives Viewports Projects Load Save Chapter 2 Basics of Modeling and Texturing 20 30 pages Creating a box asset Creating simple texture maps Creating texture maps from photographs Cleaning up images in Photoshop Mapping UV Unwrap Editing UV s Render settings and quick renders Saving and organizing your work Chapter 3 Low Poly Modeling Techniques continued 20 30 pages Modeling a simple object Extrude Bevel etc Graphite modeling tools Chapter 4 Low Poly Vehicle 80 pages Using blueprints and concept art work Modeling techniques Materials and mapping Rendering Chapter 5 Low Poly Character 80 pages Using blueprints and concept art work Modeling techniques Materials and mapping Rendering Gallery 20 pages Chapter 6 Creating Trees and Foliage 30 pages Different approaches for different uses Modelling Texture creation Chapter 7 Low poly Environment 80 pages Planning the scene Blocking out in 3D To detail or not to detail Unwrapping Creating texture

maps Lighting Rendering Chapter 8 Normal Map creation in detail 20 30 pages Creating normal maps from high poly assets Baking maps Types of normal map Tangents based normal maps in detail Chapter 9 Ambient Occlusion in detail 10 20 pages Chapter 10 Portfolio creation and Interview 10 pages   *Autodesk Maya 2015 Basics Guide* Kelly L. Murdock,2014-11-19 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2015 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya The text is complemented by accompanying video instruction that s included with each book Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2015 Basics Guide makes no assumptions about your previous experience with Autodesk Maya It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling texturing lighting animating rendering and more Additionally more advanced features such as character rigging skinning animating with dynamics and MEL scripting are also introduced Each chapter begins by examining the concept behind each task the goal and the necessary features that are involved Then you go in depth with the objective of your task as you study examples and learn the steps necessary to complete it Working your way through the comprehensive step by step lessons you ll develop the confidence you need to create incredible renderings and animations using Autodesk Maya Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text   Mastering Autodesk Maya 2015 Todd Palamar,2014-08-04 Expand your skills with complete Maya mastery Mastering Autodesk Maya is the ultimate guide to the popular 3D animation software Author Todd Palamar draws on his extensive professional animation experience to help readers take their Maya skills to the next level Written for those who already know the basics of this enormous program the book covers advanced topics and professional techniques for modeling animation texturing and visual effects Fully updated to reflect Maya s latest features the book takes a hands on approach to instruction providing readers with a diverse set of tutorials designed by real world professionals to showcase 3D animation and visual techniques used in industry settings Complete and comprehensive the book makes an excellent desk reference for the working animator and is an ideal resource for those seeking Maya certification The unique combination of challenging material and practical instruction make this one of a kind guide the ultimate Maya handbook Topics include Animation using inverse kinematics keyframes and deformers Hard surface and organic modeling Proper rigging techniques and working with Maya Muscle Xgen Paint Effects and rendering with mental ray Texture mapping compositing nParticles and more Virtual filmmaking and scene management The most complex skills are useless if they can t be applied so the book

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