3ds Max 2009 Bible

By Kelly L. Murdock

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The only comprehensive reference-tutorial on 3ds Max available, this book is everyone's favorite. Whether you're a beginner looking for 3D basics or a full-fledged animator seeking new ways to dazzle viewers with your creations, it's all here. You'll find pages of professional tips, loads of advice, and more than 150 step-by-step tutorials guaranteed to build your skills and spark your creativity. A 16-page color insert highlights cutting-edge work from 3D artists. A valuable companion DVD provides all the examples and content from the book, including unique models and textures you can customize on your own, and a searchable, full-color version of the book.

3ds Max 2009 Bible covers both 3ds Max 2009 and 3ds Max 2009 Design and covers:

- Navigating the viewports with the ViewCube, SteeringWheels, and other ways.
- Creating realistic materials with new ProMaterials.
- Using Spline Mapping to improve texture mapping over irregular shaped objects.
- Blending multiple texture maps together with the new Composite Map.
- Creating architectural walkthroughs with the Walkthrough Assistant.

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Editorial Review

From the Back Cover
Covers both 3ds Max 2009 and 3ds Max 2009 Design

This is, hands down, the best book on 3ds Max you'll find

If you want just one book to be your go-to guide for all things 3ds Max, this is the book. Whether you're a beginner looking for 3D basics or a full-fledged animator seeking new ways to dazzle viewers with your creations, it's all here. You'll find pages of professional tips, loads of advice, and more than 150 step-by-step tutorials guaranteed to build your skills and spark your creativity.

- Discover the ViewCube, SteeringWheels, and more ways to navigate the viewports
- Use the new ProMaterials to create realistic materials
- Improve texture mapping over irregular shaped objects using Spline Mapping
- Blend multiple texture maps together with the new Composite Map
- Easily create architectural walkthroughs with the Walkthrough Assistant

What's on the DVD?
You'll find before-and-after example files for every tutorial in the book. The DVD also includes:

- Unique models and textures you can customize for your own designs
- Autodesk 3ds Max evaluation version
- A searchable full-color PDF of the book

System Requirements: See the DVD appendix for details and complete system requirements.

Also in the Book

- A 16-page full-color insert showcases cutting-edge work from 3ds Max artists

About the Author
Kelly L. Murdock has been authoring computer books for many years now and still gets immense enjoyment from the completed work. His book credits include various 3D, graphics, multimedia, and Web titles, including eight previous editions of this book, *3ds Max Bible.* Other major accomplishments include *Edgeloop Character Modeling for 3D Professionals Only*, *Maya 6 and 7 Revealed, LightWave 3D 8 Revealed, The Official Guide to Anime Studio, Poser 6 and 7 Revealed, 3D Game Animation For Dummies, gmax Bible*, *Adobe Atmosphere Bible*, *Master VISUALLY HTML and XHTML, JavaScript Visual Blueprint,* and co-authoring duties on two editions of the *Illustrator Bible* (for versions 9 and 10) and three editions of the *Adobe Creative Suite Bible.*
With a background in engineering and computer graphics, Kelly has been all over the 3D industry and still finds it fascinating. He's used high-level CAD workstations for product design and analysis, completed several large-scale visualization projects, created 3D models for feature films and games, worked as a freelance 3D artist, and even done some 3D programming. Kelly's been using 3D Studio since version 3 for DOS. Kelly has also branched into training others in 3D technologies. He teaches at the local university and is a frequent speaker at various conferences.

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