

3ds Max Beginners Ebook

Eventually, you will entirely discover a new experience and completion by spending more cash. still when? get you take that you require to acquire those all needs following having significantly cash? Why dont you try to acquire something basic in the beginning? Thats something that will guide you to comprehend even more roughly the globe, experience, some places, considering history, amusement, and a lot more?

It is your categorically own epoch to comport yourself reviewing habit. in the course of guides you could enjoy now is **3ds Max Beginners Ebook** below.

3ds Max Beginners Ebook

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MCKEE KYLEE

Model, Texture, Rig, Animate, and Render in 3ds Max CRC Press
A textbook for learning 3d modeling fundamentals, this step-by-step lesson book develops the readers modeling skills through a series of modeling exercises creating modules for a medieval castle environment. As the text introduces new modeling skills it additionally calls on the reader to perform repetitive tasks, reinforcing skills learned in the process. The content is presented as if the reader is in a working video game studio, being responsible for researching asset design, providing the team with placeholder assets, and final model assets that are unwrapped and custom textured. Upon completion of the modeling projects, the modeled environment is exported to the Unity game engine for use in a real game environment, Although the text uses Autodesk 3ds Max for the modeling program, the principals are transferable to other major modeling programs. Key Features: The goal of this book is to teach the fundamentals of 3d modeling video game assets in a simplified, logical progression, optimized for learning at a beginner level. This series of modeling exercises is the result of having taught over one thousand video game students the fundamentals of 3d modeling. Often, teachers are not fully trained in teaching the concepts of 3d modeling. This text, written for self-paced learning helps those instructors. Includes instructions and project files for exporting the finished project environment into a 3d game engine, Unity. Appendices include additional 3ds Max tool instructions. A companion site includes working 3ds Max project files for Chapters, a 3ds Max user interface and 3ds Max short cut keys and more.

[Autodesk 3ds Max 2018 for Beginners: A Tutorial Approach, 18th Edition](#) CRC Press

Kelly L. Murdock's Autodesk 3ds Max 2020 Complete Reference Guide is a popular book among users new to 3ds Max and is used extensively in schools around the globe. The success of this book is found in its simple easy-to-understand explanations coupled with its even easier to follow tutorials. The tutorials are laser focused on a 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. Whether you're new to 3ds Max or an experienced user, you'll find everything you need in this complete resource. The book kicks off with a getting started section, so beginners can jump in and begin working with 3ds Max right away. Experienced 3ds Max users will appreciate advanced coverage of features like crowd simulation, particle systems, radiosity, MAXScript and more. Over 150 tutorials - complete with before and after files - help users at all levels build real world skills. What is Autodesk 3ds Max? Autodesk 3ds Max is a popular 3D modeling, animation, rendering, and compositing software widely used by game developers and graphic designers in the film and television industry. What you'll learn Discover all

the new features and changes in 3ds Max 2020 Learn how to reference, select, clone, group, link and transform objects Explore 3D modeling and how to apply materials and textures Set impressive scenes with backgrounds, cameras and lighting Master smart techniques for rendering, compositing and animating Create characters, add special effects, and finish with dynamic animations such as hair and cloth Get comfortable with key tools such as Track View, Quicksilver, mental ray®, Space Warps, MassFX and more Who this book is for This comprehensive reference guide not only serves as a reference for experienced users, but it also easily introduces beginners to this complex software. Packed with expert advice from popular author Kelly Murdock, it begins with a getting started section to get you up and running, then continues with more than 150 step-by-step tutorials, in depth coverage of advanced features, and plenty of tips and timesavers along the way. Section Videos Each section of the book has a 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.

Exploring RISA-3D 14.0 CRC Press

The Autodesk 3ds Max 2020: Modeling Essentials, 2nd Edition textbook walks you through every step of creating 3D models with 3ds Max 2020. This guide is perfect for both novices and those moving from other software to 3ds Max. This book will help you to get started with modeling in 3ds Max, you will learn important concepts and techniques about 3D modeling which you can utilize to create hard-surfaced objects for your projects. Using a structured and pragmatic approach, this guide begins with basics of modeling, then builds on this knowledge using practical examples to enhance your modeling skills. Each unit builds on the knowledge gained in the previous unit, showing you all the essentials of modeling with 3ds Max 2020. As you go from hands-on exercise to hands-on exercise, you'll develop a strong arsenal of skills that combined will form a complete end to end process to create high quality models using 3ds Max 2020. This book shares tips, tricks, notes, and cautions throughout, that will help you become a better 3ds Max artist and you will be able to speed up your workflow. This book is aimed to be a solid teaching resource for learning 3ds Max. It avoids any jargon and explains concepts and techniques in an easy-to-understand manner. The first page of the every unit summarizes the topics that will be covered in the unit. Hands-on exercises in this book instruct users how things can be done in 3ds Max step-by-step. Practicing is one of the best ways to improve skills. This book contains practice activities which you are highly encouraged to complete and gain confidence for real-world projects. By completing these activities, you will be able to master the powerful capabilities of 3ds Max. By the time you're done, you'll be ready to model any scene in 3ds Max. If you buy this book, you'll also get access to all 3ds Max files, texture files, and any other resource used in the book. You are free to use these resources in your own projects personal or commercial. These working files allow you to follow along with the author throughout the units. What are the key features of the

book? Covers 3ds Max's updated user interface, navigation, tools, functions, and commands. Explains the polygon, subdivision, and spline modeling techniques. Covers all modifiers. Detailed coverage of tools and features. Features 34 hands-on exercises – complete with before and after files. Features 8 practice activities to test the knowledge gained. Additional guidance is provided in the form of tips, notes, and cautions. Important terms are in bold face so that you never miss them. The content under “What just happened?” heading explains the working of the instructions. The content under “What next?” heading tells you about the procedure you will follow after completing a step(s). Includes an ePub file that contains the color images of the screenshots/illustrations used in the textbook. These color images will help you in the learning process. This ePub file is included with the resources. Tech support from the author. Access to each exercise's initial and final states along with the resources used in hands-on exercises. Quiz to assess the knowledge. Bonus hands-on exercises.

Kelly L. Murdock's Autodesk 3ds Max 2021 Complete Reference Guide Autodesk 3ds Max 2018 for Beginners: A Tutorial Approach, 18th Edition

RISA-3D (Rapid Interactive Structural Analysis) is used for structural analysis and design. The tools in RISA-3D are primarily used in structural engineering and they help users to design structural models using both parametric 3D modeling and 2D drafting elements. The RISA-3D model comprise of a physical representation of a structure. The structural modeling in RISA-3D can be used for structural designing and analysis application. The Exploring RISA-3D 14.0 book explains the concepts and principles of RISA-3D through practical examples, tutorials, and exercises. This enables the users to harness the power of structural designing with RISA-3D for their specific use. In this book, the author emphasizes on physical modeling, structural desining, creating load cases, specifying boundary conditions, preparation of project report. This book covers the various stages involved in analyzing. This book is specially meant for professionals and students in structural engineering, civil engineering, and allied fields in the building industry. Salient Features Detailed explanation of RISA-3D Real-world projects given as tutorials Tips and Notes throughout the textbook 200 pages of heavily illustrated text Self-Evaluation Tests, Review Questions, and Exercises at the end of the chapters Table of Contents Chapter 1: Introduction to RISA-3D Chapter 2: Getting Start with RISA-3D Chapter 3: Modeling Chapter 4: Loads Chapter 5: Boundary Conditions Chapter 6: Performing Analysis and Specifying Design Parameters Chapter 7: Viewing Results and Preparing Report Index

Autodesk 3ds Max 2021: Modeling Essentials, 3rd Edition (in Full Color) CADCIM Technologies

Why take months to learn every button in 3ds Max when you can create great visuals with just a few key tools? Utilize the tool of choice, 3ds Max 2015, for generating realistic environments, seamless CG effects, and jaw dropping games in a matter of hours. You can use the memory-hogging methods that choke your display and take forever to render, or you can get it done quickly and efficiently. Michael McCarthy offers a goldmine of artistic inspiration, timesaving tips & tricks, and step-by-step walkthroughs—you'll wonder how you every got by without it! This new edition has been completely revamped for 3ds Max 2015. Start animating today with detailed tutorials, source files, bitmaps, and video demonstrations—all featured on the companion website.

Harrigan Taylor & Francis

The most comprehensive e-book reference on Autodesk 3ds Max2013! Autodesk 3ds Max is used to create 80 percent of

commerciallyavailable games and is also a key tool for visual effects artistsand graphic designers in film and television. This conveniente-book covers the 2013 version in expanded detail, including 12chapter-length quick-start projects and 39 additional chapters notfound in the print version. Along with complete referencesdetailing all Primitives, Modifiers, Materials, Maps, andControllers, it covers advanced topics such as Patches, NURBS,Radiosity, Network Rendering, and MAXScript. It's the perfectresource for both novices and pros. 3ds Max is the tool of choice for game developers as well asvisual effects artists and graphic designers in the film and TVindustries This comprehensive e-book includes complete coverage of 3ds Max2013, and is well suited for beginners and experts alike, as wellas for educational markets teaching beginning to advanced coursesusing 3ds Max. Features a complete reference for all Primitives, Modifiers,Materials, Maps, and Controllers Covers Patches, NURBS, Radiosity, Network Rendering, MAXScript,and other advanced topics Includes 12 chapter-length quick-start projects as well as 39chapters not found in the print version, all packed with timesavingtips and expert advice Third-party models and bonus tutorials are available on CD andcan be obtained by readers by emailing a request to3dsmax13cd@wiley.com Autodesk 3ds Max 2013 Bible, Expanded Edition by veterancomputer graphics author Kelly Murdock is the comprehensive e-bookguide for every 3ds Max user. *Autodesk 3ds Max 2016 for Beginners* The Floating Press In Harrigan, prolific writer Max Brand takes a detour from the dusty trails of the West where his novels were typically set and spins a gripping nautical tale set in Hawaii and upon the open sea. What starts out as a chance meeting between two men turns into a heated race for priceless treasure -- and the love of a remarkable woman.

Autodesk 3ds Max 2020: Modeling Essentials, 2nd Edition CADCIM Technologies

Autodesk 3ds Max 2021: 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 textbook first introduces the basic features of 3ds Max 2021 and then gradually progresses to cover the advanced 3D models and animations. In this textbook, one project which is based on the tools and concepts covered in the text has been added to enhance the knowledge of the users. 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. This book will help you unleash your creativity, thus helping you create stunning 3D models and animations. 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 2021 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) 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 and Media files used in tutorials, exercises *, and illustrations Instructor Guide with solution to all review questions and instructions to create the models for exercises * Additional learning resources at '3dsmaxexperts.blogspot.com' and 'youtube.com/cadcimtech' (* For Faculty only) We also provide video courses on Autodesk 3ds Max. To enroll, please visit the CAD/CIM website using the following link:

'www.cadcim.com/video-courses'

How to Draw Ships and Boats CRC Press

Updated version of the bestselling 3ds Max book on the market Used by more than 150,000 people, and the winner of more than 65 industry awards, 3ds Max is the world's most popular animation modeling and rendering software for film, television, video games, and design visualization. 3ds Max Bible is the world's most popular book for getting the most out of the software. Whether a novice looking to create something immediately using the Quick Start tutorial, or an experienced 3ds Max user who simply wants to check out the software's latest and greatest features, this update to the bestselling 3ds Max book on the market continues to be the most comprehensive reference on this highly complex application. Packed with expert advice, timesaving tips, and more than 150 step-by-step tutorials 16-page color insert highlights the work of some of today's most cutting-edge 3D artists Includes a companion DVD with a searchable, full-color version of the 3ds Max Bible, as well as customizable models and textures The only comprehensive reference-tutorial on 3ds Max, it's no wonder the 3ds Max Bible is the bestselling 3ds Max book in the world and a favorite of both amateur and professional animators. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Create natural fire, earth, air and water without plug-ins

Independently Published

Learning a 3D visualization software is a daunting task under any circumstances and while it may be easy to find online tutorials that tell you what to do to perform certain tasks you'll seldom learn "why" you are performing the steps. This book approaches training from a top-down perspective way you will first learn important concepts of 3D visualization and functionality of 3ds Max before moving into the finer detail of the command structure. By learning how things work and why you might choose one method over another the book will not only teach you where the buttons are, but more importantly how to think about the holistic process of 3D design so that you can then apply the lessons to your own needs. The goal of the learning presented here is to familiarize the new user of 3ds Max with a typical workflow from a production environment from planning to modeling, materials, and lighting, and then applying special effects and compositing techniques for a finished product. * Learn 3D fundamentals while creating beautiful, inspiring projects in 3ds Max * Create a project start-to-finish with Max guru Ted Boardman--and when you're done, realize that you can apply the lessons you've learned to your own projects * Get extensive project files on the companion website, as well as more content with specific instruction useful to YOUR Max uses * Bypass confusion: Don't overload on page 1, but be led through this complex application in a logical step-by-step manner

Getting Started in 3D with 3ds Max Taylor & Francis

Finally bridge the gap between software-specific instruction and the world of classical animation with this easy to utilize, one-of-a-kind reference guide. With great relevance for today's digital workflows, Richard Lapidus presents innovative 3ds Max controls to the classical principles of animation like squash and stretch, anticipation, staging and more. Move beyond these fundamental techniques and explore both the emotion and technical sides of animation with character appeal and rigging. Features a robust companion web sites that include demonstrations, project files, links to further resources, available at www.tradigital3dsmax.com.

A Beginner's Guide [in Full Color] SDC Publications

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.

Thinking Outside of the Box CAD/CIM Technologies

Autodesk 3ds Max 2018 for Beginners: A Tutorial Approach, 18th Edition CAD/CIM Technologies

Autodesk 3ds Max 2021: A Comprehensive Guide, 21st Edition 3DATS

Cromosys Publication's Teach Yourself Autodesk 3ds Max book is an optimal quality guide to the beginners and advanced learners of 3ds Max. We are the leading eBook publisher of languages and technology. Our research and education center working for last fifteen years has made tremendous effort to simplify the learning of Max, and so, we assure you that this book will walk you through in a very simple way in your entire course of learning. Whether you are using 3ds Max 8 or the newer version, this book will make you a master of it in just one month. The tutorials in the chapters will lead you step-by-step giving pictures of every move and will help you create and design models from scratch, not like other books that tell you to copy things and make shallow editing. We do not encourage the misguidance of this kind at all as learning Max is not a child's play. Today's world is the world of 3d design and animation, and everyone wants to create a moving, talking, and interacting visual expression. You may be interested in creating an animation movie, a game, architectural design, editing the content of a film, earning a way to Hollywood, or impressing your loved one. Max can serve all your purposes, as it does all the works of this kind. The lessons conceived and prepared by us will let you start from real basic in easy steps making it amazing, astonishing, and exhilarating for you. And soon you will feel that you've got a new horizon to present your imagination. It's cool, simple, and sublime! Niranjan Jha, the author of this and fifteen others eBooks available online, is the founder of Cromosys Corporation. His dedication in technological and linguistic research is significantly known to the millions of people around the world. This book is the creation of his avowed determination to make the learning of Max easy to the people. After you install this program on your system, you just have to follow the instructions doing the same on your computer, and you will see that you are quickly learning everything. Just an hour of practice per day, and in a month of time you'll get a lot of knowledge, tips and tricks to work with this software. This is an unmatched unique book of its kind that guarantees your success. The lessons are magnificently powerful to bring you into the arena of design and animation. Since it is the need of time, the people around the world have been sharpening their knowledge to be good in it. The still-image creation software like CorelDraw, Photoshop, and Illustrator are where you create the pictures of your choice, but when you wish to present them in three dimensions with animation, there you need Max. What Max does, no other software can do. It is totally different. For instance,

if you want to design a car showing its all dimensions, do you think any other software can do that? No, absolutely not. Only Max can do that and it can do in just a few minutes of time, and so it is proven that Max is must for a 3D designer or an architectural engineer like you.

3D Animation for the Raw Beginner Using Maya CAD/CIM Technologies

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

Mastering Autodesk 3ds Max Design 2010 Speedy Publishing LLC Professional modeling is the foundation of every aspect of the 3D production pipeline and is essential to the success of any 3D computer graphics project. [digital] Modeling is unlike any other modeling book you've seen—it gets to the core of what it takes to create efficient production-ready models and demystifies the process of producing realistic and jaw-dropping graphics. Taking a software-neutral approach, it teaches you the essential skills and concepts that you can apply to modeling in any industry 3D software, such as 3ds Max, LightWave 3D, Maya, Modo, Silo, XSI, ZBrush and other leading programs. Modelers, animators, texture artists, and technical directors can all benefit from the valuable information covered in this jam-packed guide containing years of industry knowledge. Simply put, if you work in 3D, you must have this book. In this inspiring and informative guide to modeling, industry veteran William Vaughan teaches you how to: Master

modeling techniques to produce professional results in any 3D application Use the tools of a professional digital modeler Control your models polygon-count as well as polygon-flow Create both organic and hard surface models Understand a modeler's role in a production environment Gain the knowledge to land a job in the industry as a digital modeler Model using specific tools such as LightWave and 3ds Max in over 6 hours of video training in the accompanying downloadable lesson files (see below for details) And much more! All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

How to Cheat in 3ds Max 2015 CAD/CIM Technologies

Each chapter of 3D Animation for the Raw Beginner Using Maya introduces critical aspects of the 3D animation process and presents clear and concise tutorials that link key concepts to practical Autodesk® Maya® techniques. Providing a principles-based, yet pragmatic, approach to 3D animation, this first-of-its-kind book: Describes the process for creating animated projects in a nonmathematical fashion Explains why—and not just how—to apply Maya techniques in the real world Includes access to a dedicated Web site, <http://3dbybuzz.com>, featuring useful videos, lessons, and updates 3D Animation for the Raw Beginner Using Maya is an ideal academic textbook as well as a superlative do-it-yourself training manual. When employed as a text, it frees the instructor from the painstaking task of developing step-by-step examples to present Maya's complex interface and basic capabilities. When used for individual study, aspiring animators revel in the book's easy-to-follow, hands-on learning style. Make 3D Animation for the Raw Beginner Using Maya your book of choice for understanding the essential theory and practice of 3D animation.

CRC Press

Learn time-saving techniques and tested production-ready tips for maximum speed and efficiency in creating professional-level architectural visualizations in 3ds Max. Move from intermediate to an advanced level with specific and comprehensive instruction with this collaboration from nine different authors from around the world. Get their experience and skills in this full-color book, which not only teaches more advanced features, but also demonstrates the practical applications of those features to get readers ready for a real production environment. Fully updated for the most recent version of 3ds Max.

Exploring 3D Modeling with Cinema 4D R19 New Riders

Learning Autodesk 3ds Max XXXX Essentials is a superb end-to-end reference that provides users with complete info on all of the features and options available in the latest version of 3ds Max, so that users can learn how to use 3ds Max confidently in a production environment. Each chapter offers a series of lessons - which introduce the functional areas of Max and go over all associated features (with examples), and then a lab (which demonstrates a practical application of the lesson). Together, all of the lessons deliver a sound and complete approach to revealing the functions, features, and principles of 3ds Max XXXX. New Bonus section on MaxScript covering techniques for automating repetitive tasks and customizing 3ds Max to make

you more productive. The DVD includes: Project Scene & support files, Free models & texture maps from Turbo Squid, NEW!! HIGH VALUE: Autodesk product Sketchbook Pro (for character development) valued at \$199.99 US.

Autodesk 3ds Max 2013 Bible Taylor & Francis

Get the most realistic effects from 3ds Max without having to spend more on plug-ins! Boost your effects skill-set with this 3ds Max workshop. Tutorial lessons give you hands-on experience in creating realistic fire, earth, air and water effects. Updated to

demonstrate production techniques suitable for any version of 3ds Max, this new edition is co-published by Autodesk Media and Entertainment, and includes new tutorials on entering the Earth's atmosphere, glaciers, lava eruptions and a Badlands landscape. Inspirational color images cover every page of the book as the author shares his professional techniques and workflow processes. The companion DVD contains all of the required tutorial media as well as over 6 hours of video tutorials. User level: Intermediate and advanced