



Beginner's Guide to Create Models in 3ds Max 2016

Raavi O'Connor

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The Beginner's Guide to Create Models in 3ds Max® 2016 offers a hands-on exercises based strategy for all those digital artists who have just started working on the 3ds Max [no experience needed] and interested in learning modeling in 3ds Max. This brilliant guide takes you step-by-step through the whole process of modeling. From the very first pages, the users of the book will learn how to effectively use 3ds Max for hard-surface modeling.

TOC Unit M1 - Introduction to 3ds Max - I

Unit M2 - Introduction to 3ds Max - II

Unit M3 - Working with Geometric Primitives and Architectural Objects

Unit M4: Working with Polygons

Unit M5: Graphite Modeling Tools

Unit M6: Working with Shapes

Unit M7: Modifiers

Unit MH1: Hands-on Exercises

More info: bit.ly/max-modeling

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