



Exploring Standard Materials in 3ds Max 2016

Raavi O'Connor

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This book is aimed at those digital artists who have just started working on 3ds Max 2016. In this book, we have covered standard materials as well as other related materials and standard maps. A better understanding of materials and maps gives you ability to add realism to your artwork. The concepts you will learn using this book will help you a lot when you will start working on advanced materials such as V-Ray and mental ray materials.

This book is written in an easy to understand language. The important terms are in bold face so that you never miss them. This book is written using 3ds Max 2016.

You will learn how to use standard maps with standard and related materials to model realistic looking surfaces. The parameters are explained with examples and related screen captures. Additional tips, guidance, and advice is provided in form of Tips, Notes, and Warnings. You will gain skills by completing the hands-on exercises provided in the eBook.

How This Book Is Structured?

This book is organized to provide you with the knowledge needed to master the standard materials and related maps. This book is divided into three sections:

Section A - Standard and Related Materials The section will guide you through the Standard material and related materials such as Blend, Composite, Raytrace, Multi/Sub-Object and so forth. The examples used in the section allow you to grasp the concept explained.

Section B - Standard Maps Autodesk 3ds Max offers many map types that you can use to enhance the look of the material. This section provides an overview of the Standard maps.

Section C - Hands-on Exercises In this section, you will work on the hands-on exercises using the concepts and techniques learned in the book.

What are the main features of the book?

- All standard and related materials as well as the standard maps explained.
- 9 examples and 4 hands-on exercises to hone your skills.
- Additional tips, guidance, and advice is provided in form of Tips, Notes, and Warnings.
- Important terms are in bold face so that you never miss them.
- Support for technical aspect of the book.
- 3ds Max files and textures used are available for download.

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