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With 3D Studio Max you will be able to create any scene in 3D and transformer in a realistic way thanks to the Mental program Ray that is included in 3DS Max. You will be able to create realistic animations and to design clothes and almost real hairstyles. 3D Studio Max is a program for professionals in 3D, but you can always look for a good manual and get prepared to enter the design 3D.

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Discreet ' s 3D Studio Max (or 3DS Max) is the world ' s best-selling professional 3D modeling animation and rendering application. 3DS Max delivers a unified object-oriented platform for the artists designing visual effects, character animation, and state-of-the-art games. 3DS Max has won over 65 industry awards since its first publication in 1996 and has sold over 140,000 copies on the Windows platform.

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DigiSuite plug-ins for 3D Studio MAX version 3.0 and later are available with DigiUtils 4.0 and later. (DigiUtils 3.0 supports up to version 2.5 of 3D Studio MAX.) Back to third-party software list

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3ds Max offers a rich and flexible toolset to create premium designs with full artistic control. Create massive worlds in games. Visualize high-quality architectural renderings. Model finely detailed interiors and objects. Bring characters and features to life with animation and VFX. See all features.

3ds Max | 3D Modeling, Animation & Rendering Software ...
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Autodesk 3ds Max, formerly 3D Studio and 3D Studio Max, is a professional 3D computer graphics program for making 3D animations, models, games and images. It is developed and produced by Autodesk Media and Entertainment. It has modeling capabilities and a flexible plugin architecture and must be used on the Microsoft Windows platform. It is frequently used by video game developers, many TV commercial studios, and architectural visualization studios. It is also used for movie effects and movie pr

Autodesk 3ds Max - Wikipedia
Discreet says that the 3D Studio Max SDK (software developers kit) and maxscript language expands greatly in version 4, building upon its extensibility and open-source compliance. Building upon the...

Gamasutra - Discreet Ships 3D Studio Max 4
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Free Discreet 3d Studio Max 60 Tutorialguide Files
Discreet introduces key new features in 3ds max 5 software that will advance the realism, character animation and productivity requirements necessary for animators to create lifelike 3D animations. Discreet 3ds max was used in recent films like "Minority Report" and "Panic Room", PC and console games like "Spider-Man", "Warcraft III" and "Never Winter Nights", as well as commercials, music videos and television episodics.

DISCREET ANNOUNCES 3DS MAX 5 ... - Free Online Library
Senior Director of Discreet software products, Phillip Miller, said: " 3ds max 4 continues Discreet ' s ten year leadership in advancing 3D animation on the desktop. 3ds max is already the industry ' s preferred animation solution, and the ground-breaking advances in version 4 set a new bar for integrating 3D within the workflow of the postproduction and game development animators and studios. "

DISCREET ANNOUNCE NEW RELEASE OF 3D STUDIO MAX - UK ...
Join over a half a million Autodesk Maya and 3ds Max artists. Find 3D tutorials, blogs, forums, and a 3D gallery of film, VFX, games, and design work.

Game Design Foundations, Second Edition covers how to design the game from the important opening sentence, the One Pager document, the Executive Summary and Game Proposal, the Character Document to the Game Design Document. The book describes game genres, where game ideas come from, game research, innovation in gaming, important gaming principles such as game mechanics, game balancing, AI, path finding and game tiers. The basics of programming, level designing, and film scriptwriting are explained by example. Each chapter has exercises to hone in on the newly learned designer skills that will display your work as a game designer and your knowledge in the game industry."

Welcome to the Discreet® Official Training Courseware for 3ds max 7® software! Consider this book an all-access pass to the production and teaching experience of Discreet's training experts. The lessons in the manual cover not only the new features found in 3ds max 7, but also their integration into the overall production workflow of using 3ds max. The training is designed for 3ds max users who want to enhance their skills, get familiar with new features, and quickly master how to utilize them. How you work through the tutorials is up to you. This unique two-in-one package contains: . Training DVD-ROM with animated modules in AVI format. An instructor demonstrates each step. . A book that clearly documents each tutorial. Contents: Modeling, Materials, Inverse Kinematics/Scripting, Animation, Lighting, Rendering, and Compositing Learn from the production and training expertise of Discreet Courseware Developers, Training Specialists, and Certified Trainers who contributed to this manual. For information about other Learning Tools products from Discreet, visit www.discreet.com/training.

Make sure you benefit from the explosion of new and exciting applications designed to let you create 3D animation for the web. See how you can use the power of 3ds max, Flash and Director to make your 3D fame or project a reality for the internet as well as learning generic skills allowing you to use many applications. Ideal if you are a web designer with little or no 3D experience and need an overview of how 3D could transform your work and how best to put it online, or if you are a 3D animator wanting to produce work for the web and need a guide to which applications to use. Instead of being bogged down in code, this user-friendly, highly illustrated book teaches from a practical, technique-orientated stance, with only a minimal amount of code typing needed. Use pre-written code modules to create interactive are, animated characters and commercial websites. Then you can learn the techniques needed to make your own 3D games. Each chapter contains tutorials which you can do yourself, using the files on the free CD included with the book. Interviews with successful professionals show you what you can aspire to by sharing their tips and tricks as well as details on the pros and cons of each software package. For extra tips, information and help visit www.3dfortheweb.info * Learn how to successfully translate your 3D work to the web without the need for code * Get inspiration from professionals at the cutting-edge of 3D web design and games from interviews and examples of their work throughout the book * Use the tutorials on the free CD to practice your skills and stay ahead of the rest

Showcases artwork created suing Autodesk 3dsMax.

This latest edition of Inside 3ds max is retooled to focus on the needs of the intermediate to professional user, based on continuing conversations with our target audience. This market is crying out for information that goes beyond the basic to provide guidance on how to make the most use of the program in real-world work situations. Inside 3ds Max 4 explores changes in the program as well as more advanced functionalities and how they can assist the professional user in enhancing efficiency or output. Inside 3ds max 4 is organized into units that mirror and actually step through the workflow of a 3D project. Moreover, where differences exist in the application of techniques between the broadcast/film and game/interactive applications, the authors present careful analysis to assist readers in making the right choices for their technical work. The CD-ROM includes all of the project files necessary to complete the projects as well as any plug-ins referred to in the text.

Any questions you have about 2D or 3D animation in this new digital age are answered in this comprehensive guide for all budding digital animators, games artists and media production students. It is lavishly illustrated with inspirational colour throughout to show you what you can achieve. Whether you want to create moving digital imagery for TV, computer games, or new media you need to understand the production and creative processes, the constraints of each and how they fit together. Ensure you have all you need at your fingertips to compete in this fast-moving arena with this unique book and web package. www.guide2computeranimation.com provides the moving imagery outcomes of some of the animation discussed in the case studies chapter, where top FrameStore-CRC and 3 Ring Circus creatives give you their invaluable behind the scenes perspectives. In addition there are non-software specific 3D tutorials and direct links to a comprehensive range of related websites with further downloadable resources to make sure you stay up-to-date. Marcia Kuperberg is Deputy Head of the School of Media, Arts & Technology, West Herts College, UK. Contributions are also included from Martin Bowman, Rob Manton and Alan Peacock.

Any questions you have about 2D or 3D animation in this new digital age are answered in this comprehensive guide for all budding digital animators, games artists and media production students. It is lavishly illustrated with inspirational colour throughout to show you what you can achieve. Whether you want to create moving digital imagery for TV, computer games, or new media you need to understand the production and creative processes, the constraints of each and how they fit together. Ensure you have all you need at your fingertips to compete in this fast-moving arena with this unique book and web package. www.guide2computeranimation.com provides the moving imagery outcomes of some of the animation discussed in the case studies chapter, where top FrameStore-CRC and 3 Ring Circus creatives give you their invaluable behind the scenes perspectives. In addition there are non-software specific 3D tutorials and direct links to a comprehensive range of related websites with further downloadable resources to make sure you stay up-to-date. Marcia Kuperberg is Deputy Head of the School of Media, Arts & Technology, West Herts College, UK. Contributions are also included from Martin Bowman, Rob Manton and Alan Peacock. * Clear coverage of the principles and techniques of digital animation, with step-by-step colour illustrations, to put you ahead of the rest * Get the best from your software and hardware - understand the constraints and demands when creating for different media * Expert advice and a huge range of resources to help you make the most of animation opportunities in TV, games, multimedia and web

Theatre designers using 3D software for computer visualisation in the theatre will find this book both a guide to the creative design process as well as an introduction to the use of computers in live performance. Covering the main software packages in use: Strata Studio Base, 3D Studio Max and 3D Studio Viz, the book provides techniques for 3D modelling alongside creative ideas and concepts for working in 3D space. Projects are provided to sharpen your awareness and digital skills as well as suggested further reading to broaden the scope of your theatrical and design knowledge. This book is both a useful day to day reference as well as an inspirational starting point for implementing your own ideas. The authors are experienced trainers in the field and understand the pitfalls to be avoided as well as the possibilities to be explored using computer visualisation for designing theatre space. They provide insightful hands on descriptions of techniques used in the development of performance projects set in the wider context of design considerations. The book is highly informative about the technology of computer visualisation providing examples of working practice applicable to all software.