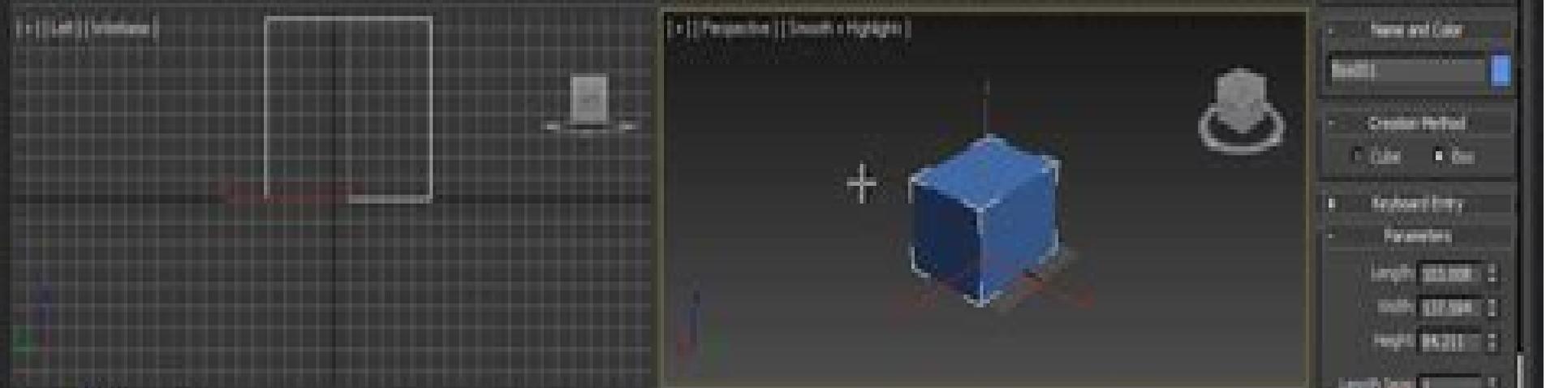
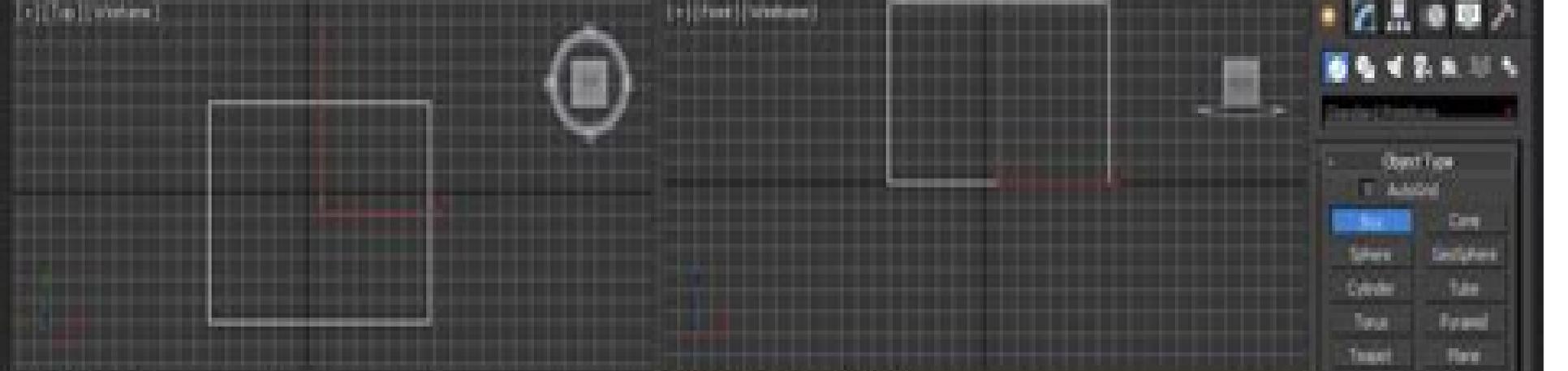




Modeling | Features | Sketches | Object Tools | Properties |

Polygon Modeling



Object Type

Add

<input checked="" type="checkbox"/> Box	<input type="checkbox"/> Cone
<input type="checkbox"/> Sphere	<input type="checkbox"/> Capsule
<input type="checkbox"/> Cylinder	<input type="checkbox"/> Tube
<input type="checkbox"/> Torus	<input type="checkbox"/> Pyramid
<input type="checkbox"/> Teapot	<input type="checkbox"/> Plane

Name and Color

Box1

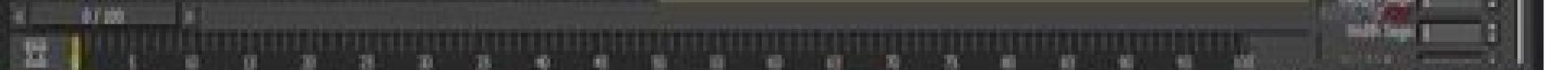
Create Method

Cube Box

Keyboard Entry

Parameters

Length	100.000
Width	100.000
Height	100.000
Length Inset	0
Width Inset	0



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DJ Losen



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Introducing 3ds Max 9 Dariush Derakhshani, Randi L. Derakhshani, 2011-01-11 Video game and feature film artists have used 3ds Max to create Halo 2 King Kong Myst V and more Now you can harness this popular animation software with the clear step by step instructions in this easy to follow guide This book breaks down the complexities of 3D modeling texturing animating and visual effects Clear cut explanations tutorials and hands on projects help build your skills and a special color insert includes real world examples from talented 3ds Max beginners Note CD ROM DVD and other supplementary materials are not included as part of eBook file **Autodesk 3ds Max 9 Essentials**, 2007 See also accompanying CD ROM **3ds Max 9 Bible** Kelly L. Murdock, 2007-01-30 This text provides a comprehensive guide to 3ds Max It is packed with expert advice and includes step by step tutorials **Autodesk 3ds Max 2013 Bible** Kelly L. Murdock, 2012-09-11 Updated version of the bestselling 3ds Max book on the market Autodesk 3ds Max is top animation software used by developers visual effects artists and graphic designers in film television and the game industry One place designers turn for crucial information on how to use 3ds Max is this in depth book Whether you re a beginner just itching to create something right away or an experienced user checking out the latest and greatest features you ll find it here See what s new what s tried and true and just how creative you can get using the tips tricks and techniques in this essential reference Every previous edition has been a top seller Packs expert advice timesaving tips and more than 150 step by step tutorials into over 800 pages that help you master this complex software Gives you in depth coverage of all new features as well as the basics Jump starts your learning on day one with a Quick Start tutorial so you can create an exciting animation right away Provides you with access to all before and after example files from each tutorial plus unique models and textures that you can customize on the companion CD Includes extra content from previous editions of the 3ds Max Bible including bonus Quick Start tutorials from previous editions Whether you re just starting out or getting up to speed on 3ds Max 2013 this comprehensive book will get you there **3ds Max Design 2009 00** Sham Tickoo, 2008 *3ds Max Version 5*, 2002 **The Cg Tutorial** Randima Fernando, Mark J. Kilgard, 2003 Cg is a complete programming environment for the fast creation of special effects and real time cinematic quality experiences on multiple platforms This text provides a guide to the Cg graphics language *3ds Max 4 Ground Rules* Michael Todd Peterson, 2001 Focusing on teaching new or beginning users the basics of 3D Studio MAX Release 4 this book covers topics ranging from the user interface all the way through Character Animation and Special FX The book also features items such as Tips Notes and Upgraders Notes for users to get more information about MAX All the tutorials in the book can be found on the accompanying CD ROM in an AVI format so not only do you read about the exercises you can see how they are actually created *Learning 3D Studio VIZ* Sham Tickoo, David McLees, 2000 Learning 3D Studio VIZ is designed as a hands on supplement to classroom instruction All major aspects of the 3D Studio VIZ software are covered Step by step tutorials allow the reader to learn by doing with the procedures outlined in the text being reinforced

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