

CONTENTS

Chapter 1 ■ Introduction to 3ds Max 2010	1
Exploring New and Improved Features of 3ds Max 2010	2
General Improvements	2
Modeling	3
Scene and Project Management	3
Materials and Mapping Improvements	3
Rendering Improvements	4
Animation Improvements	4
Hair Improvements	4
Cloth Improvements	5
Character-Animation Improvements	5
Installing Autodesk 3ds Max 2010	5
Opening Autodesk 3ds Max 2010	9
Understanding the 3ds Max 2010 User Interface	11
Using the Caption Bar	12
Using the Menu Bar	15
Using the Main Toolbar	24
Using the Command Panel	25
Using the Status Bar	29
Using Animation and Time Controls	30
Using Viewports	30
Using Viewport Controls	31
Using the Quad Menu	32
Using the Ribbon	33
Getting Help from 3ds Max 2010	33
Exiting 3ds Max 2010	36
Summary	36
Chapter 2 ■ Fundamentals of 3ds Max 2010	37
Understanding the Project Workflow	38
Understanding Geometry Primitives	39
Standard Primitives	39
Extended Primitives	40
Architectural Objects	41
AEC Extended Objects	41
Doors	41
Stairs	42
Windows	42
Shapes	43
Splines and Extended Splines	43
Compound Objects	45
Dynamics Objects	46
Systems	46

Working with Objects in 3ds Max 2010.....	47
Creating an Object.....	47
Saving a Scene.....	50
Selecting an Object.....	51
Moving an Object.....	52
Rotating an Object.....	53
Scaling an Object.....	54
Cloning an Object.....	55
Grouping and Ungrouping Objects.....	56
Linking and Unlinking Objects.....	59
Hiding or Freezing an Object.....	61
Setting Object Properties.....	64
Working with Pivot Point.....	66
Working with Layers.....	67
Working with Scene Explorer.....	69
Working with Grids.....	72
Summary.....	74

Chapter 3 ■ Modifiers, Splines, and reactor 75

Working with Modifiers.....	76
Understanding Modifier Types.....	76
Understanding Modifier Stack.....	77
Applying Modifiers.....	77
Creating Hair and Fur.....	81
Styling Hair.....	85
Animating Hair.....	88
Working with Splines.....	91
Drawing Splines.....	91
Editing Splines.....	93
Rendering Splines.....	95
Creating Objects using Splines.....	97
Working with Reactor.....	99
Creating and Simulating a Rigid Body Collection.....	99
Creating and Simulating a Cloth Object.....	105
Creating and Simulating Soft Body Collection.....	115
Creating and Simulating a Water Object.....	120
Creating a Wind Object.....	127
Summary.....	132

Chapter 4 ■ Modeling in 3ds Max 2009 133

Modeling Concepts.....	134
Polygons.....	134
Primitives.....	134
Mesh Objects and Sub-Objects.....	134
Using the Graphite Modeling Tools.....	135
Exploring Subdivision Modeling.....	137

Applying the MeshSmooth Modifier	138
Applying the TurboSmooth Modifier	140
Understanding the Editable Poly Modifier	143
Exploring Polygonal Modeling	143
Creating Mesh Objects	144
Selecting Sub-Objects of an Editable Poly Object	148
Exploring NURBS Modeling	149
NURBS Objects and Sub-Objects	149
Creating a NURBS Curve Sub-Object	150
Creating a NURBS Surface Sub-Object	151
Converting Objects to NURBS	152
Editing NURBS	153
Summary	154

Chapter 5 Lights, Shadows, and Cameras 155

Understanding Lights	156
Categories of Lights	156
Properties of Light	157
Creating Lights	158
Creating Standard Lights	158
Creating Photometric Lights	162
Creating Sunlight and Daylight Systems	165
Working with Shadows	171
Shadow Map Shadows	171
Ray-Traced Shadows	172
Applying Shadows to Light	172
Working with Cameras	174
Target Cameras	175
Creating Cameras from View	177
Animating a Camera	178
Clipping Planes	180
Summary	180

Chapter 6 ■ Animation and Inverse Kinematics 181

Understanding the Animation Concepts	182
Setting Up the Frame Rate	182
Setting Up the Speed and Direction	184
Using the Auto Key Mode	185
Using the Set Key Mode	186
Using the Track Bar	189
Creating and Viewing Previews	190
Understanding Inverse Kinematics	192
Creating an Inverse Kinematics System	193
Using the Inverse Kinematics Methods	193
Summary	196

Chapter 7 ■ character studio	197
Understanding character studio	198
Working with Biped	199
Creating a Biped	199
Manipulating a Biped	200
Animating a Biped	203
Using the Freeform Mode	207
Understanding Physique	211
Posing a Biped to Match a Character Model	211
Attaching a Biped to a Character Model	216
Understanding Crowd Systems	220
Creating and Animating Crowds	220
Summary	228
Chapter 8 ■ Particle Systems and Space Warps	229
Working with Particle Systems	230
Understanding the Types of Particle Systems	230
Creating a Particle System for Rainfall Effect	235
Working with Space Warps	238
Creating and Binding a Space Warp to an Object	238
Understanding the Space Warp Categories	242
Summary	250
Chapter 9 ■ Rendering	251
The Scanline Renderer	252
Options	252
Antialiasing	252
Global SuperSampling	253
Motion Blur	254
Auto Reflect/Refract Maps	254
Color Range Limiting	254
Memory Management	254
Ray Tracing	254
Advanced Lighting	255
Light Tracer	255
Radiosity	256
The mental ray Renderer	256
Global Illumination	260
Caustics	261
The VUE File Renderer	261
Texture Baking	263
Summary	266
Keyboard Shortcuts	267
Glossary	270