3ds Max: Character Modeling (DVD-ROM)

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3ds max Character Modeling will take you through each step of modeling a character from head to toe. Starting with photographs of a human female model, source photography is prepared for modeling. Then, every step from the first polygon to the final tweak is illustrated and explained. Not only do you learn to build a human in general, but you'll build a specific human that matches the person in the photographs.

The 16 page book is a handy guide to the included DVD disc. The DVD disc (data format) includes over 16 hours of high-resolution (1024x768) video in Quicktime™ MOV format, designed for crystal clear viewing on a computer monitor. Voice narraration on these movies by artists Kenny Cooper and Jim Lammers will guide you through each movie. A 3ds max scene file is saved on the disc for the start and end of each movie segment - 48 segments in all. DVD includes 48 Quicktime movies, plus source photography, all images used, and scene files that are compatible with both max 5 and 6. Tutorials were created in max 6 but the techniques and methodology are totally max 5-compatible.

Designed for the intermediate level 3ds max user, this training video will help you learn how to use polygonal and sub-divisional modeling tools to create a fully articulated human 3D model. Follow along as each body part is created, matched, attached and refined.

- Includes printed guide to all 48 movies
- 16 hours of Quicktime™ Movies with audio
- Suitable for intermediate 3ds max users (advise that you have a basic understanding of 3ds max before beginning)
- High resolution 1024x768 captures
- Movies created using 3ds max 6
- Produced by Jim Lammers, co-author of the best-selling Maya Fundamentals books.

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