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autodesk 3ds max 2021 a comprehensive guide aims at harnessing the power of autodesk 3ds max for modelers animators and designers the book caters to the needs of both the novice and the advanced users of 3ds max keeping in view the varied requirements of the users the textbook first introduces the basic features of 3ds max 2021 and then gradually progresses to cover the advanced 3d models and animations in this textbook one project which is based on the tools and concepts covered in the text has been added to enhance the knowledge of the users additionally in this edition the readers will be able to learn about some new and enhanced features of 3ds max 2020 such as compound shapes and chamfer modifier this book will help you unleash your creativity thus helping you create stunning 3d models and animations salient features consists of 18 chapters and 1 project that are organized in a pedagogical sequence covering various aspects of modeling texturing lighting and animation the author has followed the tutorial approach to explain various concepts of modeling texturing lighting and animation the first page of every chapter summarizes the topics that are covered in it step by step instructions that guide the users through the learning process additional information throughout the book in the form of notes and tips self evaluation tests and review questions at the end of each chapter to help the users assess their knowledge table of contents chapter 1 introduction to autodesk 3ds max 2021 chapter 2 standard primitives chapter 3 extended primitives chapter 4 working with architectural objects chapter 5 splines and extended splines chapter 6 modifying splines chapter 7 materials and maps chapter 8 modifying 3d mesh objects chapter 9 graphite modeling technique chapter 10 compound objects chapter 11 modifiers chapter 12 lights and rendering chapter 13 animation basics chapter 14 rigid body dynamics

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