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Exploring Digital Modeling Using 3ds Max and Maya 2015

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Exploring Digital Modeling Using 3ds Max and Maya 2015

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Exploring Digital Modeling Using 3ds Max and Maya 2015 Prof. Sham Tickoo Purdue Univ. Professional 3D modeling is the foundation for every aspect of 3D production pipeline. Having a sound knowledge of 3D modeling is essential for the success of any 3D computer graphics artist in the 3D, animation, gaming, and motion graphics industry. Keeping this perspective in view, the author of Exploring Digital Modeling using 3ds Max and Maya 2015 textbook has divided the content into two parts. The part 1 deals with modeling techniques in 3ds Max whereas part 2 deals with Maya modeling techniques. This will enable the users to first learn the basic features of 3d modeling and then gradually progress towards its advanced features. This approach will enable the users to create stunning 3d models with ease.

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