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KEY=MAX - BECKER KATELYN

THE 3D STUDIO MAX R2 QUICK REFERENCE

Delmar Pub This resource is a must for the new user of 3D Studio MAX R2 and the seasoned professional. Clear, concise and illustrated explanations of all commands available within 3D Studio MAX are presented alphabetically and supported by a glossary. Explanations of all commands in 3D Studio MAX R2 are organized for rapid and easy access; chapters correspond to 3D Studio MAX R2 Menu Organization; and Notes and Tips enhance user speed and efficiency.

INSIDE 3D STUDIO MAX 2

ANIMATION

New Riders Pub A tutorial and reference for creating 3D animation graphics covers special effects and control of character facial expressions and movement, and shares tips from veteran animators

3D STUDIO MAX R3 F/X & DESIGN

Coriolis Group The author's movie graphics and animation credits include "Terminator 2: Judgment Day, Honey I Blew Up the Kids, " and "Exorcist III: Legion." He brings insider's knowledge to this book/CD set, showing in a step-by-step format how to create advanced special effects. The CD includes all of the MAX scene files, Material Editor settings, Material Libraries, image file lists (IFLs), and more.

3D STUDIO MAX 3 MAGIC

New Riders Pub 3D Studio MAX 3 Effects Magic is structured in as a cookbook for you, just like highly-trained chefs who are in constant need of new ideas for recipes. We know you don't need theory, and you don't need beginner level recipes. You need a cookbook you can use in the kitchen while you're working. No non-sense instructions on very imaginative recipes, that you can then take and either use as is, or use as inspiration for your own creations. This book has 25 can't miss recipes for getting stunning effects from 3D Studio MAX.3, cooked up by some of the best CG chefs in the world.

THE SOFTWARE ENCYCLOPEDIA

PC MAG

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

PACIFIC GRAPHICS '98

PROCEEDINGS : SINGAPORE, OCTOBER 26-29, 1998

IEEE Computer Society This volume on computer graphies includes papers on: animation; rendering; curves and surfaces; triangulation; volume rendering; virtual reality; and scientific visualization.

3D STUDIO MAX 3.0 WORKSHOP

Que Publishing This book's subtitle is "beginning with the end in mind", and it offers the beginning 3D Studio Max user basic design principles, as well as techniques for getting ideas out of the brain onto the computer screen. Chapters include information on: Backgrounds, Set design and modeling, Props and secondary scene elements, Camera set-up and movement, Lighting, Creating 3D depth, Texturing & reflection, Specific material development, Dirt, wear and tear, Smoke, water and other special effects, Character design & animation, Video post-production, Making a demo reel, and Getting a job as a CGI artist/animator. The CD includes source files for the exercises, plug-ins and a gallery of high-end 3D Studio work.

PC MAG

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

SCCG 2001

IEEE This volume contains the proceedings of the 17th Spring Conference on Computer Graphics (SCCG 2001).

PROCEEDINGS

USING 3D STUDIOMAX, PAINTER, AND POSER

AN INTRODUCTION TO COMPUTER-ASSISTED DESIGN FOR THE THEATRE

Heinemann Drama Three of the most useful and widely used programs for lighting, scenic, and costume design.

INSIDE 3D STUDIO MAX 2

New Riders Pub A tutorial and reference for creating 3D graphics explains how to enhance models, textures, and animations, and create such special effects as space warps and particle systems

HELLO CAD FANS NR 56-61

Constantin STANCESCU Revista Hello CAD Fans („HCF") a fost publicată în România între anii 1991 și 1999, având o apariție cvasi lunară și fiind distribuită în toată țara. A fost o revistă căutată de toți cei care, imediat după 1989, și-au dorit să afle de undeva cum să lucreze cu PC-ul în proiectare folosind în principal programul AutoCAD de la Autodesk, Inc., din SUA. Chiar dacă acum pare desuetă, în revistă se găsesc numeroase elemente utile pentru cei care lucrează în domeniul CAD. Veți fi surprinși să vedeți cât de multe aspecte interesante pot fi regăsite acolo! În fond, vorbim despre mai mult de 2300 de pagini în 61 de numere publicate de-a lungul a nouă ani... Din intenția de a restrânge prezentarea, dar fără a ajunge la volume prea mari, am grupat cele 61 de numere în 12 volume de câte cinci reviste, cu excepția celui de-al 12-lea, care conține șase reviste. Acest volum este al 12-lea și ultimul, conținând numerele 56-61.

PHOTOSHOP 5 3D TEXTURES F/X AND DESIGN

Coriolis Group Books A book/CD-ROM featuring hundreds of step-by-step tutorials and some 400 color images. Part I covers 3D texture painting techniques, and Part II covers image maps. Part III shows how to create textures for industrial and science fiction applications, and Part IV covers specialty textures. The CD-ROM contains 3D human and creature models, templates for image mapping, and texture maps. For 3D animators, illustrators, and other Photoshop users. Annotation copyrighted by Book News, Inc., Portland, OR

NEWMEDIA

3D STUDIO MAX R2.5 F/X AND DESIGN

Coriolis Group Learn how to produce imagery once seen only on expensive TV programs and films. Presenting effects in step-by-step tutorials, this title includes a wide variety of unusual effects, from optical processing to inverse kinematics. The CD-ROM contains MAX models, scene files, and MAX plug-ins created for the book.

PC GRAPHICS & VIDEO

THE CAR HACKER'S HANDBOOK

A GUIDE FOR THE PENETRATION TESTER

No Starch Press Modern cars are more computerized than ever. Infotainment and navigation systems, Wi-Fi, automatic software updates, and other innovations aim to make driving more convenient. But vehicle technologies haven't kept pace with today's more hostile security environment, leaving millions vulnerable to attack. The Car Hacker's Handbook will give you a deeper understanding of the computer systems and embedded software in modern vehicles. It begins by examining vulnerabilities and providing detailed explanations of communications over the CAN bus and between devices and systems. Then, once you have an understanding of a vehicle's communication network, you'll learn how to intercept data and perform specific hacks to track vehicles, unlock doors, glitch engines, flood communication, and more. With a focus on low-cost, open source hacking tools such as Metasploit, Wireshark, Kayak, can-utils, and ChipWhisperer, The Car Hacker's Handbook will show you how to: –Build an accurate threat model for your vehicle –Reverse engineer the CAN bus to fake engine signals –Exploit vulnerabilities in diagnostic and data-logging systems –Hack the ECU

and other firmware and embedded systems –Feed exploits through infotainment and vehicle-to-vehicle communication systems –Override factory settings with performance-tuning techniques –Build physical and virtual test benches to try out exploits safely If you're curious about automotive security and have the urge to hack a two-ton computer, make The Car Hacker's Handbook your first stop.

READY-TO-RUN JAVA 3D

John Wiley & Sons Incorporated A crash course in Java 3D, plus many ready-to-use applets that will leap off the screen and keep your viewers glued to your Web site. Here's everything you need to spice up your Web site with interactive content, rich realism, and animation-immediately! Each chapter is built around a ready-to-run Java 3D applet and begins with detailed, easy-to-follow instructions on how to customize it to your needs without compiling or coding. This is followed by a technical tutorial that explains how the applets were created using the Java 3D API. And, throughout the book, numerous examples and diagrams and loads of useable source code help make it amazingly quick and easy for you to master: * Core Java 3D commands. * Core Java 3D API components. * Special Java 3D development tools. * Graphics modeling and rendering concepts and techniques. * A range of 3D techniques, including lighting, texture manipulation, 3D fonts, image processing, and 3D sound. * Other powerful Java utilities, tools, and classes. The CD-ROM supplies you with: * Numerous customizable Java 3D applets and their HTML files. * Tools and resources to create 3D content. * Links to 3rd-party tool vendors. * The Java 2 platform (formerly JDK 1.2). * Java 3D Runtime Environment.

CUMULATED INDEX TO THE BOOKS

3D STUDIO MAX 3 PROFESSIONAL ANIMATION

New Riders Pub 3D Studio MAX 3 Professional Animation is the only book that take you extensively through the 3D Studio MAX 3 animation process, showing you the techniques that professional animators use to create everything from simple animated particle effects to complex character animation for Web sites, video, film, and other multimedia formats. Written by a group of top-flight 3D animation professionals, this book features the real deal--real-world applications and advanced tutorials: make bipedal, quadra-pedal, and multipedal characters walk; use Cstudio's Biped and Physique; build and animate a realistic human skeleton using MAX Bones IK; create complex scripting with MAXscript to enhance MAX's capabilities; produce muscle-based, multi-layered facial expressions and lip syncs; create deformable objects and fine-tune them with space warps; display and edit trajectories; and animate cameras, lights, and atmosphere.

PC MAGAZINE

THE INDEPENDENT GUIDE TO IBM-STANDARD PERSONAL COMPUTING

WINDOWS MAGAZINE

THE ARCHITECTS' JOURNAL

ARCHITECTURAL SCIENCE REVIEW

ВИРТУАЛЬНЫЕ РЕАЛЬНОСТИ

STEP-BY-STEP GRAPHICS

CHARACTER ANIMATION IN DEPTH

Coriolis Group Character animation is a high profile field with high salaries, high visibility tie-ins to TV and film, heavy recruiting, and few formal training requirements. This complete reference covers all key resources for character animation. Demos and sample files are contained on the CD-ROM, along with demo reel video clips and stills from major studios and individual artists.

3D SCIENTIFIC VISUALIZATION WITH BLENDER

Morgan & Claypool Publishers This is the first book written on using Blender (an open-source visualization suite widely used in the entertainment and gaming industries) for scientific visualization. It is a practical and interesting introduction to Blender for understanding key parts

3D CREATURE WORKSHOP

Delmar Thomson Learning Covers general overview of 3D creature design as well as specific tutorials for LightWave 5.5, 3D Studio Max 2.0, and Animation:Master 5.

DEUTSCHE NATIONALBIBLIOGRAPHIE UND BIBLIOGRAPHIE DER IM AUSLAND ERSCHIENENEN DEUTSCHSPRACHIGEN VERÖFFENTLICHUNGEN

MONOGRAPHIEN UND PERIODIKA -- HALBJAHRESVERZEICHNIS. REIHE D

INFO EXAME

UNDERSTANDING AND USING C POINTERS

CORE TECHNIQUES FOR MEMORY MANAGEMENT

"O'Reilly Media, Inc." Improve your programming through a solid understanding of C pointers and memory management. With this practical book, you'll learn how pointers provide the mechanism to dynamically manipulate memory, enhance support for data structures, and enable access to hardware. Author Richard Reese shows you how to use pointers with arrays, strings, structures, and functions, using memory models throughout the book. Difficult to master, pointers provide C with much flexibility and power—yet few resources are dedicated to this data type. This comprehensive book has the information you need, whether you're a beginner or an experienced C or C++ programmer or developer. Get an introduction to pointers, including the declaration of different pointer types Learn about dynamic memory allocation, de-allocation, and alternative memory management techniques Use techniques for passing or returning data to and from functions Understand the fundamental aspects of arrays as they relate to pointers Explore the basics of strings and how pointers are used to support them Examine why pointers can be the source of security problems, such as buffer overflow Learn several pointer techniques, such as the use of opaque pointers, bounded pointers and, the restrict keyword

MILLENNIUM FALCON

Scholastic Inc. A tribute to the favorite "Star Wars" ship provides layer-by-layer analyses of the Millennium Falcon's features, from laser cannons and cockpit controls to smuggling bays and Han Solo's speed modifications. On board pages.

LEARNING STATISTICS WITH R

Lulu.com

GAME ENGINE BLACK BOOK

WOLFENSTEIN 3D

Software Wizards How was Wolfenstein 3D made and what were the secrets of its speed? How did id Software manage to turn a machine designed to display static images for word processing and spreadsheet applications into the best gaming platform in the world, capable of running games at seventy frames per seconds? If you have ever asked yourself these questions, Game Engine Black Book is for you. This is an engineering book. You will not find much prose in here (the author's English is broken anyway.) Instead, this book has only bit of text and plenty of drawings attempting to describe in great detail the Wolfenstein 3D game engine and its hardware, the IBM PC with an Intel 386 CPU and a VGA graphic card. Game Engine Black Book details techniques such as raycasting, compiled scalers, deferred rendition, VGA Mode-Y, linear feedback shift register, fixed point arithmetic, pulse width modulation, runtime generated code, self-modifying code, and many others tricks. Open up to discover the architecture of the software which pioneered the First Person Shooter genre.

LINEAR MODELS WITH R

CRC Press A Hands-On Way to Learning Data AnalysisPart of the core of statistics, linear models are used to make predictions and explain the relationship between the response and the predictors. Understanding linear models is crucial to a broader competence in the practice of statistics. Linear Models with R, Second Edition explains how to use linear models

ENTERTAINMENT DESIGN

3D MATH PRIMER FOR GRAPHICS AND GAME DEVELOPMENT, 2ND EDITION

CRC Press This engaging book presents the essential mathematics needed to describe, simulate, and render a 3D world. Reflecting both academic and in-the-trenches practical experience, the authors teach you how to describe objects and their positions, orientations, and trajectories in 3D using mathematics. The text provides an introduction to mathematics for game designers, including the fundamentals of coordinate spaces, vectors, and matrices. It also covers orientation in three dimensions, calculus and dynamics, graphics, and parametric curves.