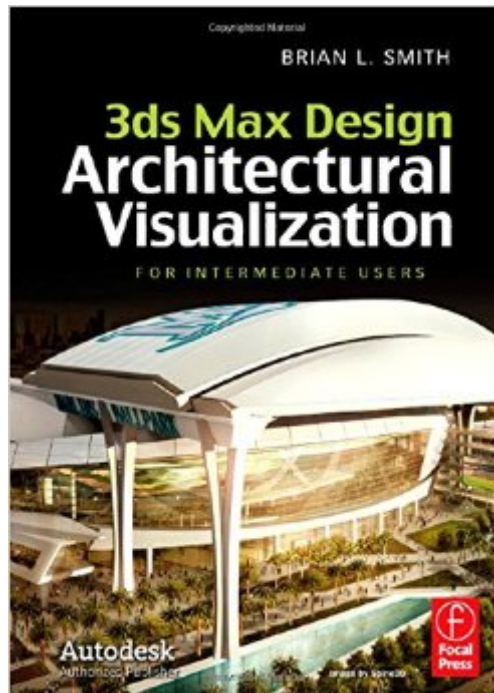


The book was found

3ds Max Design Architectural Visualization: For Intermediate Users



Synopsis

Learn time-saving techniques and tested production-ready tips for maximum speed and efficiency in creating professional-level architectural visualizations in 3ds Max. Move from intermediate to an advanced level with specific and comprehensive instruction with this collaboration from nine different authors from around the world. Get their experience and skills in this full-color book, which not only teaches more advanced features, but also demonstrates the practical applications of those features to get readers ready for a real production environment. Fully updated for the most recent version of 3ds Max.

Book Information

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Average Customer Review: 4.6 out of 5 starsÂ Â See all reviewsÂ (5 customer reviews)

Best Sellers Rank: #1,297,308 in Books (See Top 100 in Books) #68 inÂ Books > Computers & Technology > Graphics & Design > Rendering & Ray Tracing #255 inÂ Books > Computers & Technology > Graphics & Design > 3D Graphics #538 inÂ Books > Arts & Photography > Other Media > Digital

Customer Reviews

I got this book about a month ago and it has been a great help. I was looking for a book that went into depth on setting up scenes for Architectural Renderings and this book has delivered. For me the best information was in the vegetation section, I have learned a ton of quick ways to create full landscapes around my buildings that are not only fast and easy but look great when rendered. We design our buildings on Revit so I haven't really used any of the building generation tutorials at all but I am sure that they are just as good. The only bad thing that I will say about this book is that it does require you to be somewhat familiar with working in 3ds Max. There were a couple things that I struggled with when trying to implement their techniques, most of the tutorial scenes are prepared for you a little too much and they don't go over some of the basics even though they may not be self explanatory. The only other thing is that some of the techniques don't work well with Mental Ray

(possibly other rendering engines like v ray as well) due to a change in how light works. One that stumped me for a long time was using 4 opposing lights to illuminate criss cross vegetation, the mr sun was much too bright and overpowered my fill lights. I was almost pulling my hair out when I found someone else with the same problem through google and as soon as I knew the cause I was able to fix it properly.

This is one of the best 3d modeling books I have ever bought. It is very in depth and has a huge amount of real world experience informing it. If you are looking at 3d visualization for your skill set this is the book for you.

I think this book its a great oportunity to realize your level of 3d visualization, if already know this stuff it means that you are in a advanced level, and i realize that i have a very long way to achieve knowledge regarding 3d visualiztion. Great book!

It's pretty good for Architectural in 3ds. I wouldn't use 3ds Max for architectural though. There's a lot of easier software.

nice book i like it

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