

Table of Contents

Dedication	iii
Preface	vii
Chapter 1	
Overview.....	1
Chapter 2	
Primitive Objects.....	27
Chapter 3	
Creating and Modifying Primitive Objects.....	51
Chapter 4	
Creating a Scene.....	73
Chapter 5	
Creating Shapes.....	95
Chapter 6	
Modifying Splines.....	123
Chapter 7	
Lofting Objects.....	147
Chapter 8	
Twisting Objects and Creating Curved Paths.....	157
Chapter 9	
Deformation Tools.....	171
Chapter 10	
Material Editor: Creating Materials.....	187
Chapter 11	
Material Editor: Texture Maps-I.....	203

Chapter 12

Material Editor: Texture Maps-II.....223

Chapter 13

Material Editor: Controlling Texture Maps.....237

Chapter 14

Animation Basics.....259

Chapter 15

Complex Animation.....281

Chapter 16

Rendering.....303

Chapter 17

Walkthrough Animation.....315

Project 1

Creating a Windmill.....333

Project 2

Creating a Diner.....375

Project 3

Architectural Project.....407

Project 4

Corporate Design Project.....443

Project 5

Creating a Computer Center.....473

Student Project.....505**Index****1**