

Table of Contents

Dedication	iii
Preface	vii
Chapter 1	
Introduction to Autodesk 3ds Max Design 2014.....	1-1
Chapter 2	
Primitive Objects-I.....	2-1
Chapter 3	
Primitive Objects-II.....	3-1
Chapter 4	
Splines-I.....	4-1
Chapter 5	
Splines-II.....	5-1
Chapter 6	
Lofting, Twisting, and Deforming Objects.....	6-1
Chapter 7	
Material Editor: Creating Materials.....	7-1
Chapter 8	
Material Editor: Texture Maps-I.....	8-1
Chapter 9	
Material Editor: Texture Maps-II.....	9-1
Chapter 10	
Material Editor: Controlling Texture Maps.....	10-1
Chapter 11	
Material Editor: Miscellaneous Materials.....	11-1
Chapter 12	
Interior Lighting-I.....	12-1

Chapter 13

Interior Lighting-II.....13-1

Chapter 14

Animation Basics.....14-1

Chapter 15

Complex Animation.....15-1

Chapter 16

Rendering.....16-1

Chapter 17

Creating Walkthrough.....17-1

Project 1

Creating a Windmill.....P1-1

Project 2

Creating a Diner.....P2-1

Project 3

Architectural Project.....P3-1

Project 4

Corporate Design Project.....P4-1

Project 5

Creating a Computer Center.....P5-1

Student Project

SP-1

Index

I-1