



# Autodesk 3ds Max 2013 Bible

*Kelly L. Murdock*

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**Autodesk 3ds Max 2013 Bible** Kelly L. Murdock

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- 3ds Max is the tool of choice for game developers as well as visual effects artists and graphic designers in the film and TV industries
- This comprehensive e-book includes complete coverage of 3ds Max 2013, and is well suited for beginners and experts alike, as well as for educational markets teaching beginning to advanced courses using 3ds Max.
- Features a complete reference for all Primitives, Modifiers, Materials, Maps, and Controllers
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- Includes 12 chapter-length quick-start projects as well as 39 chapters not found in the print version, all packed with timesaving tips and expert advice
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