Tutorials:
Introduction

Autodesk®
3ds Max®

2010

Autodesk®

Autodesk® 3ds® Max 2010 Software

Introduction

Welcome, and congratulations! You've just bought a ticket to the world of Autodesk® 3ds Max® . Hang on and get ready for the ride of a lifetime! With 3ds Max, you can create 3D places and characters, objects and subjects of any type. You can arrange them in settings and environments to build the scenes for your movie or game or visualization. You can animate the characters, set them in motion, make them speak, sing and dance, or kick and fight. And then you can shoot movies of the whole virtual thing.

The Ancient Indian Crown

Kameswaran Ramachandran Iyer, India

www.kameswaran.com

You can use 3ds Max to visualize designs of real things that will actually be built, such as buildings and machines. The File Link feature of 3ds Max lets you base visualizations on designs created in AutoCAD or Autodesk Architectural Desktop: when the design changes in these other applications, the revisions can be automatically updated in your 3ds Max scene. Add lighting and materials, then render to still image or movie formats.

These tutorials teach 3ds Max through a series of hands-on exercises. Prepare to be entertained and fascinated by the awesome power at your fingertips.

Online Tutorials

The tutorials are provided as an online help file. To do the online tutorials, from the 3ds Max Help menu, choose Tutorials to display the online collection.

Acknowledgements

Special thanks are due to a number of hardworking and talented individuals who helped create these tutorials. A tip of the virtual hat to:

- All those customers and users who have allowed us to showcase their artwork, whether in the User Showcase on page 4 section or elsewhere in the help and tutorials.

- All those who have contributed models and methods used in these tutorials, including Grant Adam (Particle Flow), Jean-Marc Belloncik (quadruped animation), Michele Bousquet (Physique models), Mark Gerhard (Auto Key animation), Frank deLise (exploding asteroid), Peter Carisi de Lappe (using FK and IK together), Pia Maffei (the head used with a skin material), Retired Captain Irv Styer, fighter pilot (help with the P-38 model), Fred Ruff (level modeling), Amer Yassine (models, methods, and artwork too numerous to list). There are other contributors whose names aren't available: We apologize for omitting them, and thank you for your help as well.

Where to Find Tutorial Files

The files you need to complete the tutorials were included by default when 3ds Max was installed on your workstation. By default, the tutorial files are installed in a folder called *My Documents\3ds Max Tutorials*.

If these files are not on your computer, you must copy them from your product disc to your local hard drive using My Computer or Windows Explorer.

To install the tutorial files (if required):

1 Locate your product disc: the disc from which you installed 3ds Max. Load it in your computer's drive.

2 Open My Computer or Windows Explorer, and navigate to the disc.

3 Right-click the *3ds Max Tutorials* folder, then choose Copy from the context menu.

4 Navigate to a location on your local directory where you would like to access the tutorial files and paste the folder.

> **TIP** If you have limited hard drive space, you can copy individual directories from the disk.

How to Learn 3ds Max

Besides the tutorials found in this collection, a number of other resources are available to help you learn 3ds Max. In particular, consider the online Help file an important adjunct to the tutorials; if you encounter a feature you'd like to learn more about, look it up in the 3ds Max Help. There you'll find general descriptions, detailed descriptions of all the controls, usage notes and tips, and procedures for accomplishing various tasks.

Autodesk 3ds Max 2010 Documentation Set

- **Autodesk 3ds Max 2010 Help:** The online help covers fundamental concepts and strategies for using the product, as well as details about the features of 3ds Max.
  Access the reference online by choosing Help > Autodesk 3ds Max Help.

- **Additional Resources:** A number of additional help files are installed with the software and are available from the Help > Additional Help menu. For details, see the topic "3ds Max Documentation Set" in the *3ds Max Help*.

3ds Max on the Web

Links to the following Web sites are available from the Help > 3ds Max on the Web menu within 3ds Max. These pages provide access to a wide range of product information and support resources: searchable Knowledgebase, FAQs, technical bulletins, tested hardware information, and product downloads.

- **Online Support**

- **Updates**

- **Resources**

- **Partners**

- **Training**

Autodesk Training Information and Resources

- **Learning Path:** Autodesk provides you with a single access point to an interface overview, discussion groups, essential skills movies, technical support, training resources and more. To access the this site, go to: *http://www.autodesk.com/3dsmax-learningpath*.

- **Training Resources on the Web:** You'll find other training resources for 3ds Max at *http://www.autodesk.com/3dsmax-training*.

- **Other Resources:** There is a wealth of information written about using 3ds Max. There are third-party books that specialize in teaching the software for various industries. There are magazines devoted to 3D design and animation, as well as user groups and mail lists. Communities of users trade secrets daily, and if you ask a question, you're likely to get answers from experts all around the world.

Some of the above programs or contact details might not be available or applicable in your country. Please check with your local Autodesk Authorized Reseller or Autodesk office for details.

User Showcase

In the 3ds Max tutorials, we teach you the tools to use the software. Put those tools in the hands of talented artists and magic happens.

Here is a gallery of images by creative individuals from around the world using this software. We hope you find these images inspiring before you set out on your journey of learning 3ds Max.

Chinese Opera
James Ku
www.3dartisan.net/~kuman/

Office Floor

Jamie Cardoso, GMJ Design Ltd

The Ancient Indian Crown

Kameswaran Ramachandran Iyer, India

www.kameswaran.com

Ice Cubes
José Manuel Elizardo, Autodesk, Inc.

Apples
José Manuel Elizardo, Autodesk, Inc.

Unpleasant Company

Metin Seven

A Living Room
Frances Gainer Davey

Guardian of the Enchanted Forest
Marc Tan, Insane Polygons

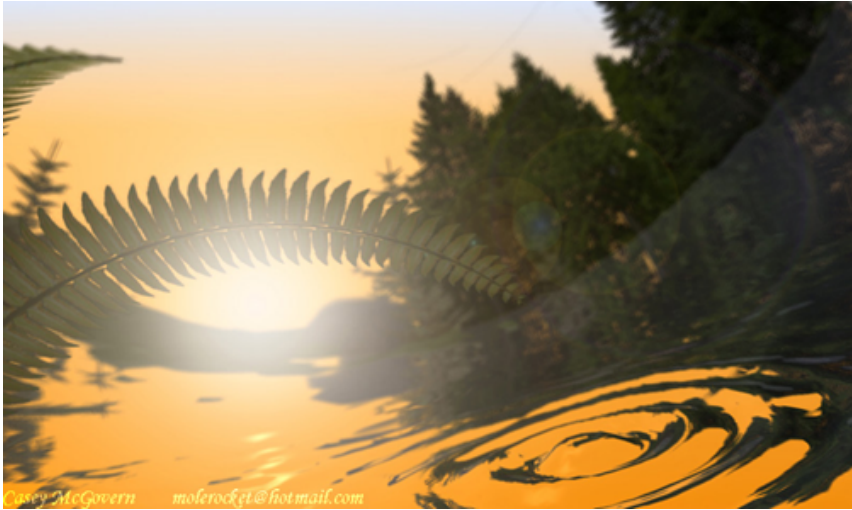**Old Courtyard**
Pradipta Seth

by Tommy Hjalmarsson
http://hem.bredband.net/tomhja

by Tommy Hjalmarsson
http://hem.bredband.net/tomhja

Student Breakfast
Jean-Yves Arboit, Belgium
www.discreetcenter.com

Electric Water
Johannes Schlörb
by reiv: Ponsonnet Olivier
http://re1v.free.fr/

Ripples of Spring
Casey McGovern
molerocket@hotmail.com
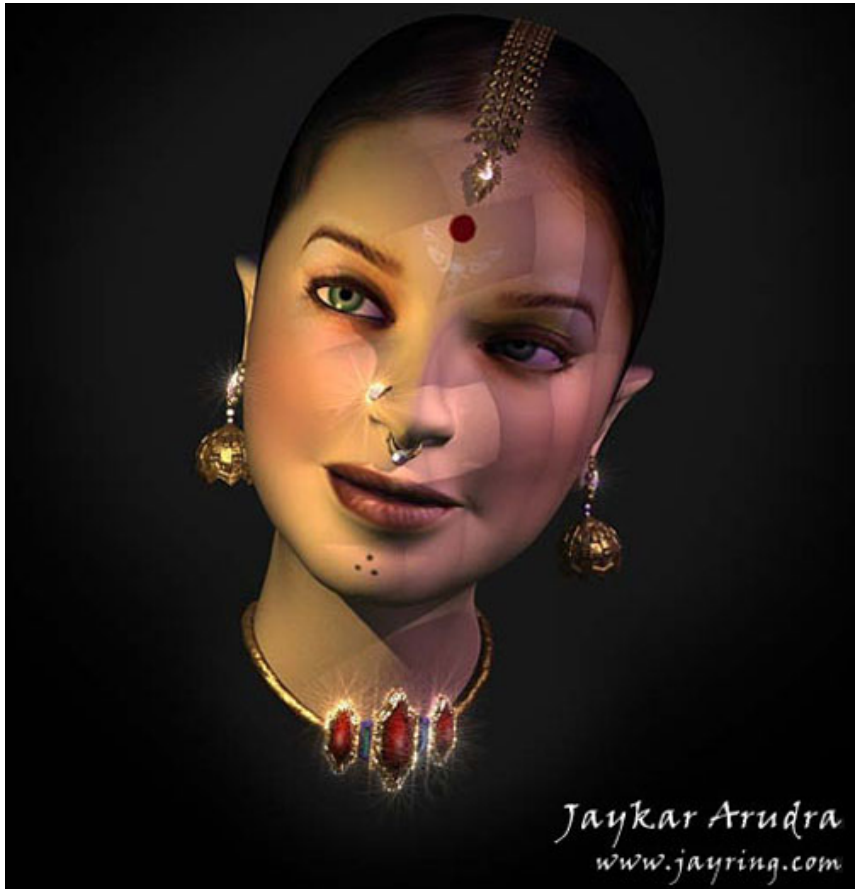
Indian Beauty
Jaykar Arudra, AMM Studio, India

by Ben Paine

Old Sunflowers
Joana Garrido (Caixa D'Imagens), Portugal

Pistol Pete
Martin Coven

Sommar Torp: "Summer House"
Sören Larsson, Sweden

Anibal

Daniel Martínez Lara (Pepeland)

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