



Model, Rig, Animate with 3ds max 7

Michele Bousquet

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3ds max 7 provides unparalleled character animation functionality, and in this book you will learn how to take advantage of all of these tools. Simple step-by-step tutorials, glorious full-color examples, and an easy-to-understand approach to tricky concepts will have you creating and animating your own characters within hours! Author and award-winning animator Michele Bousquet answers all your questions about character modeling, rigging, and animating in 3ds max -- in the process illuminating the techniques used by game developers, broadcast and film companies, industrial designers, and more. As you complete the book's projects and exercises -- using the files contained on the companion CD -- you'll learn the fundamentals of character modeling, character rigging, creating rigs with custom controls, skinning, character animation, and more.

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