



## Beginner's Guide to Mental Ray and Autodesk Materials in 3ds Max 2016

By Raavi O Connor

Createspace Independent Publishing Platform, United States, 2015. Paperback. Book Condition: New. 279 x 216 mm. Language: English . Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*.This book is aimed at those digital artists who have just started working on the 3ds Max. In this eBook, I have covered Autodesk and mental ray materials. A better understanding of materials and maps gives you ability to add realism to your artwork. The concepts you will learn using this eBook will help you a lot when you will apply shaders and textures to your models. This book is written in an easy to understand language. The important terms are in bold face so that you never miss them. This book is written using 3ds Max 2016. However, you can use it without a problem with 3ds Max 2015 as well. What You Will Learn? You will learn how to use Autodesk and mental ray materials to model realistic looking surfaces. The parameters are explained with examples and related screen captures. Additional tips, guidance, and advice is provided in from of Tips, Notes, and Warnings. You will gain skills by completing the examples provided in the book. What you need? To complete the examples...

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