

Manual De 3d Max

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Manual De 3d Max

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2º. Con un programa de fotografía (Photoshop) digitaliza la imagen, recorta una superficie y guárdala en la carpeta: 3ds Max\maps con el nombre: Textura_manzana . 3º. Restaura 3D Studio, presiona M para volver al editor de materiales y selecciona la segunda bola de muestra para crear un nuevo material. 4º.

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3D Studio Max. Manual de la Universidad de Navarra. 3D Studio Max es un software complejo que requiere de mucha dedicación y estudio para poder conseguir buenos resultados. PDF: Manual de 3ds MAX. Interfaz, modelado, materiales, iluminación, cámaras, animación, rendering, post-producción. Del Instituto tecnológico de Durango. 254 Páginas.

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