



Inside 3d Studio Max 2 Resource Kit

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The Inside 3D Studio MAX 2 Resource Kit is a valuable collection of learning tools for all MAX 2 users. Professional and student animators will find everything they need to learn all the concepts, features, and tools of the software in addition to dozens of add-on products that will extend the capabilities of MAX. The Resource Kit includes the following: - Software - Plug-ins, models, and textures are essential to every 3D Studio MAX user. Many consider MAX to be more of a 3D graphics platform due to its open architecture and the proliferation of add-on products created for it. MAX is a complex, robust product, but still has many short-comings, which is the reason for its open architecture. Kinetix encourages 3rd party developers to extend MAX's capabilities by creating plug-ins. The plug-ins, ranging from freeware to \$1000, not only provide more features to the software, but also create shortcuts that save users hours- even days- of work. Users also pay hundreds of dollars to buy textures and models because the creation of them is so time consuming. The software provided in the Resource Kit is immensely valuable, saving users vast amounts of time and money.- Plug-ins from Digimation, Cebas Software, REM Infografica, Platinum Pictures, 3D Cafe, 4D Vision, Sisyphus, Blur Studio, Peter Watje, 2nd Nature, Numerical Design, Robert McNeel & Associates, and more. (See other side for detailed information about the plug-ins.) - Original textures and landscapes from Tom Marlin (exclusive) - Models from REM Infografica - Book (traditional, printed format) - Inside 3D Studio MAX 2 Volume I with companion CD-ROM by Stephen Elliott and Phillip Miller Books (electronic format) - Inside 3D Studio MAX 2 Volume II: Modeling & Materials by Ted Boardman and Jeremy Hubbell Entire book will be provided on CD-ROM. - Inside 3D Studio MAX 2 Volume III: Animation by George Maestri, Dennis Bradshaw, et al Entire book will be provided on CD-ROM - Digital Character Animation by George Maestri Selected chapters will be provided on CD-ROM - 3D Studio MAX 2 Effects Magic by Greg Carbonaro, et al Selected chapters will be provided on CD-ROM.

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