

Table of Contents

Dedication	iii
Preface	vii
Chapter 1	
Introduction to Autodesk 3ds Max Design 2015.....	1-1
Chapter 2	
Primitive Objects-I.....	2-1
Chapter 3	
Primitive Objects-II.....	3-1
Chapter 4	
Working with Splines-I.....	4-1
Chapter 5	
Working with Splines-II.....	5-1
Chapter 6	
Lofting, Twisting, and Deforming Objects.....	6-1
Chapter 7	
Material Editor: Creating Materials.....	7-1
Chapter 8	
Material Editor: Texture Maps-I.....	8-1
Chapter 9	
Material Editor: Texture Maps-II.....	9-1
Chapter 10	
Material Editor: Controlling Texture Maps.....	10-1
Chapter 11	
Material Editor: Miscellaneous Materials.....	11-1
Chapter 12	
Interior Lighting-I.....	12-1

Chapter 13	
Interior Lighting-II.....	13-1
Chapter 14	
Animation Basics.....	14-1
Chapter 15	
Complex Animation.....	15-1
Chapter 16	
Rendering.....	16-1
Chapter 17	
Creating Walkthrough.....	17-1
Project 1	
Creating a Windmill.....	P1-1
Project 2	
Creating a Diner.....	P2-1
Project 3	
Architectural Project.....	P3-1
Project 4	
Corporate Design Project.....	P4-1
Project 5	
Creating a Computer Center.....	P5-1
Student Project	SP-1
Index	I-1