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3ds max 2014 tutorials pdf

Joel Bradley Video Tutorials 14 video tutorials on this page are provided by our friends Infinite Skills and authored by Joel Bradley. In this 3ds Max 2014 training course, expert Joel Bradley will introduce you to the basics using this 3D software Autodesk. 3ds Max is used for modeling and animation, and includes many tools that allow you to create models for games or movies and even create movie effects and movie pre-visualization. This tutorial is designed for beginners and includes basic features that have been around for some time, and new features for the 2014 version 3ds Max. Some of the topics that Joel covers include; file and project management 3ds Max, important viewport navigation and visual feedback control, introduction to advanced menu system selection, country sets – such as rendering layer manager and live link After Effects, and scene management 3ds Max using containers, Xref objects, Layer manager, groups, and more. 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