



3DS MAX 2012 Cheat Sheet of Doom v1.1

General

| | |
|-------------------|------------|
| Save | CTRL-S |
| Undo | CTRL-Z |
| Redo | CTRL-Y |
| Stop Operation | RMB |
| Clone (selection) | CTRL-V |
| Hold | CTRL-H |
| Fetch | CTRL-ALT-H |
| Lock Selection | spacebar |


Selections

| | |
|-------------------|--------|
| Select All | CTRL-A |
| Select None | CTRL-D |
| Inverse Selection | CTRL-I |

Major Editors

| | |
|-----------------|---|
| Material Editor | m |
|-----------------|---|

Camera & Viewport

| | |
|---------------------------------|---|
| Pan |  MMB |
| Rotate |  ALT+MMB |
| Zoom |  Scroll Wheel |
| Zoom Extents Selected | z |
| Maximize Viewport | Alt-W |
| Front | f |
| Left | l |
| Top | t |
| Perspective | p |
| ----- | |
| Smooth Shading/Wireframe Toggle | F3 |
| Edged Faces | F4 |
| Isolate | Alt-Q |
| See-Through | Alt-X |

Transforms

| | |
|--------|---|
| Move | w |
| Scale | r |
| Rotate | e |
| Select | q |

Subobject Editing

| | |
|---|---|
| 1 |  Vertex |
| 2 |  Edge |
| 3 |  Border |
| 4 |  Polygon |
| 5 |  Element |

Animation

| | |
|--------------|---|
| Autokey Mode | n |
| Play | / |

3ds Max 2012 Keyboard Shortcuts

Kelly L. Murdock



3ds Max 2012 Keyboard Shortcuts:

3ds Max 2012 Bible Kelly L. Murdock, 2011-07-13 Updated version of the bestselling 3ds Max book on the market 3ds Max 2012 Bible is one of the most popular 3ds Max how tos on the market If you re a beginner just itching to create something right away the Quick Start project in Part 1 is for you If you re an experienced user checking out 3ds Max 2012 s latest and greatest features you ll love the fact that the 3ds Max 2012 Bible continues to be the most comprehensive reference on this highly complex application Find out what s new what s tried and true and how creative you can get using the tips tricks and techniques in this must have guide Don t miss the 16 page color insert with examples from cutting edge 3D artists as well as the DVD packed with all kinds of extras Loaded with expert advice timesaving tips and more than 150 step by step tutorials Highlights the work of some of today s most cutting edge 3D artists in a 16 page color insert Includes a companion DVD with all examples from the book including unique models and texture that you can customize DVD also features 500 pages of extra content from previous editions of the 3ds Max Bible including a set of Quick Start tutorials If you want to gain 3ds Max 2012 skills whether you re just beginning or not this is the book you need to succeed **Autodesk**

3ds Max 2012 Essentials Randi L. Derakhshani, Dariush Derakhshani, 2011-06-01 Get a jump start on Autodesk 3ds Max 2012 essentials with the Essentials The new Essentials books from Sybex are beautiful task based full color Autodesk Official Training Guides that help you get up to speed on Autodesk topics quickly and easily Autodesk 3ds Max 2012 Essentials thoroughly covers the fundamentals of this popular 3D animation effects and visualization software teaching you what you need to become quickly productive By following the book s clear explanations practical tutorials and step by step exercises you ll cover all the bases Topics include modeling animation rendering rigging compositing and much more Whether you re an aspiring 3D designer or a professional brushing up on the basics here is the essential grounding you need in 3ds Max 2012 Covers Autodesk 3ds Max 2012 fundamentals so you become quickly productive with the software Uses straightforward explanations and real world hands on exercises and tutorials to teach the software s core features and functions Helps you develop the skills you ll need throughout an animation production pipeline whether you re a beginner or a more experienced user brushing up on the basics Uses a task based approach and covers topics such as polygon modeling materials and mapping lighting using mental ray HDRI images and more This book is an Autodesk Official Training Guide If you want to get quickly up to speed on 3ds Max Autodesk 3ds Max 2012 Essentials is the place to start *3ds Max Speed Modeling for 3D Artists* Thomas Mooney, 2012-10-23 Step by step illustrated tutorials are supported by a focused commentary The examples are designed to proceed from starting to model through model finishing to putting models to work within projects and presentation The book shows both the entire flow of asset creation and granular methodology This book will appeal to anyone interested in 3D modeling who wants to improve their speed modeling ability particularly artists whose work is relevant to industries where hard surface modeling or model prototyping is required such as games films or visualization Autodesk

3ds Max 2013 Bible Kelly L. Murdock, 2012-09-27 The most comprehensive e book reference on Autodesk 3ds Max 2013 Autodesk 3ds Max is used to create 80 percent of commercially available games and is also a key tool for visual effects artists and graphic designers in film and television This convenient e book covers the 2013 version in expanded detail including 12 chapter length quick start projects and 39 additional chapters not found in the print version Along with complete references detailing all Primitives Modifiers Materials Maps and Controllers it covers advanced topics such as Patches NURBS Radiosity Network Rendering and MAXScript It s the perfect resource for both novices and pros 3ds Max is the tool of choice for game developers as well as visual effects artists and graphic designers in the film and TV industries This comprehensive e book includes complete coverage of 3ds Max 2013 and is well suited for beginners and experts alike as well as for educational markets teaching beginning to advanced courses using 3ds Max Features a complete reference for all Primitives Modifiers Materials Maps and Controllers Covers Patches NURBS Radiosity Network Rendering MAXScript and other advanced topics Includes 12 chapter length quick start projects as well as 39 chapters not found in the print version all packed with timesaving tips and expert advice Third party models and bonus tutorials are available on CD and can be obtained by readers by emailing a request to 3dsmax13cd@wiley.com Autodesk 3ds Max 2013 Bible Expanded Edition by veteran computer graphics author Kelly Murdock is the comprehensive e book guide for every 3ds Max user Getting Started in 3D with 3ds Max Ted Boardman, 2012-09-10 Learning a 3D visualization software is a daunting task under any circumstances and while it may be easy to find online tutorials that tell you what to do to perform certain tasks you ll seldom learn why you are performing the steps This book approaches training from a top down perspective way you will first learn important concepts of 3D visualization and functionality of 3ds Max before moving into the finer detail of the command structure By learning how things work and why you might choose one method over another the book will not only teach you where the buttons are but more importantly how to think about the holistic process of 3D design so that you can then apply the lessons to your own needs The goal of the learning presented here is to familiarize the new user of 3ds Max with a typical workflow from a production environment from planning to modeling materials and lighting and then applying special effects and compositing techniques for a finished product **3ds Max Design Architectural Visualization** Brian L. Smith, 2012-09-10 Learn time saving techniques and tested production ready tips for maximum speed and efficiency in creating professional level architectural visualizations in 3ds Max Move from intermediate to an advanced level with specific and comprehensive instruction with this collaboration from nine different authors from around the world Get their experience and skills in this full color book which not only teaches more advanced features but also demonstrates the practical applications of those features to get readers ready for a real production environment Fully updated for the most recent version of 3ds Max **Poly-Modeling with 3ds Max** Todd Daniele, 2012-09-10 Polymodeling is a modeling technique used in 3d modeling Unlike box modeling or other forms of modeling where you start out with a basic form or primitive object that determines the

mass of an object artists can use the polygon the basic building block of all of the primitives available in 3ds Max This approach allows for more control over the flow placement and detail of the meshes that are built Placement of vertices points edges and all other sub elements that build our models is determined by the user rather than pre determined by a computer generated primitive This book is a collection of tips tricks and techniques on how to create professional models for advertising on T V and the web The author has tons of industry experience using Max toward this end and he shares the secrets of his trade As Production Modeler for some of today s hottest studios including GuerillaFx Coke Zero MTV Old Navy Nike Target HP Todd Daniele brings real world experience to the book Daniele teaches the technical aspects of polymodeling while showing how to ultimately create content in a dynamic efficient manner Associated web site offers instructional files that show the models in progressive stages of development plus a supporting internet forum readers can log on to this forum to ask questions or comment on anything covered in the book **Mastering Autodesk 3ds Max 2013** Jeffrey

Harper,2012-09-19 Get professional training in 3ds Max from this Autodesk Official Training Guide Extremely popular with video game designers as well as architects 3ds Max offers integrated 3D modeling animation rendering and compositing tools designed to streamline production If you already have a working knowledge of 3ds Max basics this official guide will take your skills to the next level Detailed tutorials cover all the latest features of 3ds Max From modeling texturing animation and architectural visualization to high level techniques for film television games and more this book provides professional level instruction on 3ds Max Those who are proficient in 3ds Max basics can take their 3D animation skills to the next level with this Autodesk Official Training Guide Offers industry level training with diverse tutorials that showcase techniques used in actual animations for games film TV and architectural visualization Covers modeling texturing animation visual effects and high level techniques as well as all the latest features of 3ds Max Also recommended as a preparation guide to Autodesk s 3ds Max Associate and Professional exams Mastering Autodesk 3ds Max will help intermediate to advanced 3ds Max users develop and sharpen their skills in this popular animation and effects software **Essential CG Lighting Techniques with 3ds Max** Darren Brooker,2012-12-12 Certified by Autodesk Darren Brooker s new edition teaches the production techniques behind real world work The tutorials take you from the fundamentals of lighting right through to advanced techniques

Mudbox 2013 Cookbook Jeremy Roland,2012-09-20 Sculpt digital masterpieces like a modern Michelangelo *Kelly L. Murdock's Autodesk 3ds Max 2015 Complete Reference Guide* Kelly L. Murdock,2014-10 Kelly L Murdock s Autodesk 3ds Max 2015 Complete Reference Guide is a popular book among users new to 3ds Max and is used extensively in schools around the globe The success of this book is found in its simple easy to understand explanations coupled with its even easier to follow tutorials The tutorials are laser focused on a specific topic without any extra material making it simple to grasp difficult concepts The book also covers all aspects of the software making it a valuable reference for users of all levels The Complete Reference Guide is the ultimate book on 3ds Max and like Autodesk s 3D animation software it just gets better and

better with each release Whether you re new to 3ds Max or an experienced user you ll find everything you need in this complete resource The book kicks off with a getting started section so beginners can jump in and begin working with 3ds Max right away Experienced 3ds Max users will appreciate advanced coverage of features like crowd simulation particle systems radiosity MAXScript and more Over 150 tutorials complete with before and after files help users at all levels build real world skills

ICIME 2013 Proceedings of the 4th International Conference on IS Management and Evaluation Dr Nelson Leung,Dr Mathews Nkhoma,Dr Blooma John,2013-05-13

Data Sources ,1999

COMPUTER KEYBOARD SHORTCUT KEYS Z.Y. HIMSAGAR,2021-04-14

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