

3DS MAX

Essential keyboard shortcuts for Autodesk's modelling, animation and rendering software for design visualisation, games, film and TV

General user interface

New Scene	Ctrl+N
Help	F1
Shade Selected Faces (toggle on/off)	F2
Wireframe/Smooth & Highlights (toggle view)	F3
View Edged Faces (toggle on/off)	F4
Selection Lock (toggle on/off)	Space
Select (and cycle through Selection Region types)	Q
Add to Selection	Ctrl+LMB
Remove from Selection	Alt+LMB
Move	W
Rotate	E
Scale (and cycle through scale types)	R or Ctrl+E
Top View	T
Bottom View	B
Left View	L
Front View	F
Isometric User View	U
Perspective User View	P
Camera View	C
Spot/Directional Light View	Shift+4
Hide Grids (toggle on/off)	G
Snaps (toggle on/off)	S
Angle Snap (toggle on/off)	A
Percent Snap (toggle on/off)	Ctrl+Shift+P
Create Camera From (Perspective) View	Ctrl+C
Restrict Movement Along Specific Axis	F5 - F7
Restrict Plane Cycle	F8
Render Last	F9
Quick Render	Shift+Q
Render Scene Dialogue (toggle on/off)	F10
Render to Texture Dialogue (toggle on/off)	O
Material Editor (toggle on/off)	M
Particle View (toggle on/off)	6
Environment and Effects Dialogue (toggle on/off)	8
Open Advanced Lighting Panel	9

Open MAXScript Listener	F11
Open Last Used Explorer	Alt+Ctrl+Q
Isolate Selection	Alt+Q
Maximise Viewport (toggle on/off)	Alt+W
Place Highlight	Ctrl+H
Select By Name/Select From Scene	H
Select All	Ctrl+A
Select None	Ctrl+D
Select Invert	Ctrl+I
Select Ancestor	Page Up
Select Child	Page Down
Clone	Ctrl+V
Adaptive Degradation (toggle on/off)	O
Expert Mode (toggle on/off)	Ctrl+X
Zoom Mode	Alt+Z
Zoom Extents (single Viewport)	Ctrl+Alt+Z
Zoom Extents (all Viewports)	Ctrl+Shift+Z
Zoom Selected (all Viewports)	Z
Pan	MMB
Pan Viewport	I
Zoom	Dial MMB (scrolling mouse) or Ctrl+Alt+MMB
Zoom Viewport In	[
Zoom Viewport Out]
Arc Rotate View Mode	Alt+MMB or Ctrl+R
Undo Scene Operation	Ctrl+Z
Redo Scene Operation	Ctrl+Y
Undo Viewport Operation	Shift+Z
Redo Viewport Operation	Shift+Y
Show Safeframes (toggle on/off)	Shift+F
Show Statistics (toggle on/off)	7
Auto Key Mode (toggle on/off)	N
Hide Cameras (toggle on/off)	Shift+C
Hide Geometry (toggle on/off)	Shift+G
Hide Helpers (toggle on/off)	Shift+H
Hide Lights (toggle on/off)	Shift+L

3d Studio Max Reference Guide

Albert A Gayle



3d Studio Max Reference Guide:

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Tips tutorials and techniques are designed to improve productivity Special sections delineate the most common mistakes made when using 3D Studio Max and show how to avoid them Appendices include a complete list of keyboard shortcuts a comprehensive glossary *3ds Max 8 Essentials* Autodesk,2014-03-14 Welcome to the Autodesk Media and Entertainment Official Training Courseware for 3ds Max 8 software Consider this book an all access pass to the production and training experience of Autodesk developers and training experts Written for self paced learning or instructor led classroom training the manual will teach you the fundamentals of using 3ds Max 8 The book is organized into sections dedicated to animation modelling materials lighting and rendering Each section covers basic theory and then includes exercises for hands on demonstration of the concept By the end of the book you will have mastered the basics and moved onto full length projects Flexibility is built in so that you can complete the tutorials in the way that works best for you Complete the book and you will be a seasoned 3ds Max pro ready to work confidently in a production environment **Inside 3D Studio Max** Steven D. Elliott,Phillip L. Miller,1996 This tutorial is for the serious 3D Studio MAX professional or student The reference takes users beyond the intermediate functions of Modeling and the Material Editor to provide detailed information that cannot be found anywhere else The CD provides models and textures illustrating the detailed tutorial in the book 3ds Max 9 Bible Kelly L. Murdock,2007-01-30 This text provides a comprehensive guide to 3ds Max It is packed with expert advice and includes step by step tutorials *3D Studio MAX? R3 Bible* Kelly L. Murdock,2000-02-02 Master valuable 3D modeling and animation skills to create spectacular visual effects with 3D Studio MAX R3 Bible Each chapter in this authoritative guide helps you harness the power of MAX s specialized tools effects and utilities Familiarize yourself with the new features in R3 understand the interface and discover how to configure and customize MAX Learn how to reference select transform and modify models cameras lights and any other object that can be viewed in a viewport Model objects by working on primitives spline shapes meshes patches NURBS and a variety of specialized compound objects including Lofts and Morphs Control light and cameras as well as several lighting special effects and camera utilities Use particle systems and space warps to enhance any MAX scene Create animated scenes with keyframing Track View and Controllers Extend the features of MAX with plug ins The jam packed CD ROM includes exclusive Bible plug ins including Brick Object Gear Object Rainbow Effect and more It also offers sample 3D models and complete tutorial files to help you take full advantage of MAX 3R *Learning Autodesk 3ds Max 2008 Foundation* Autodesk,2013-03-20 Learning Autodesk 3ds Max 2008 Foundation is your shortcut to learning 3ds Max quickly and effectively You ll get hands on experience with the key tools and techniques through easy to follow step by step project based lessons while learning to model animate apply materials and render in both the games design visualization pipelines By the end of the book you ll have a sense of the entire production process as you work on real life production examples Whether you re a game artist or a graphic artist Autodesk 3ds Max 2008 has the tools you need to succeed Game Artists will gain in depth knowledge of the world class Biped character animation toolset unparalleled polygon modeling and

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Table of Contents 3d Studio Max Reference Guide

1. Understanding the eBook 3d Studio Max Reference Guide
 - The Rise of Digital Reading 3d Studio Max Reference Guide
 - Advantages of eBooks Over Traditional Books
2. Identifying 3d Studio Max Reference Guide
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an 3d Studio Max Reference Guide
 - User-Friendly Interface
4. Exploring eBook Recommendations from 3d Studio Max Reference Guide
 - Personalized Recommendations
 - 3d Studio Max Reference Guide User Reviews and Ratings
 - 3d Studio Max Reference Guide and Bestseller Lists
5. Accessing 3d Studio Max Reference Guide Free and Paid eBooks
 - 3d Studio Max Reference Guide Public Domain eBooks
 - 3d Studio Max Reference Guide eBook Subscription Services
 - 3d Studio Max Reference Guide Budget-Friendly Options

6. Navigating 3d Studio Max Reference Guide eBook Formats
 - ePub, PDF, MOBI, and More
 - 3d Studio Max Reference Guide Compatibility with Devices
 - 3d Studio Max Reference Guide Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of 3d Studio Max Reference Guide
 - Highlighting and Note-Taking 3d Studio Max Reference Guide
 - Interactive Elements 3d Studio Max Reference Guide
8. Staying Engaged with 3d Studio Max Reference Guide
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers 3d Studio Max Reference Guide
9. Balancing eBooks and Physical Books 3d Studio Max Reference Guide
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection 3d Studio Max Reference Guide
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine 3d Studio Max Reference Guide
 - Setting Reading Goals 3d Studio Max Reference Guide
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of 3d Studio Max Reference Guide
 - Fact-Checking eBook Content of 3d Studio Max Reference Guide
 - Distinguishing Credible Sources
13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
14. Embracing eBook Trends
 - Integration of Multimedia Elements

- Interactive and Gamified eBooks

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