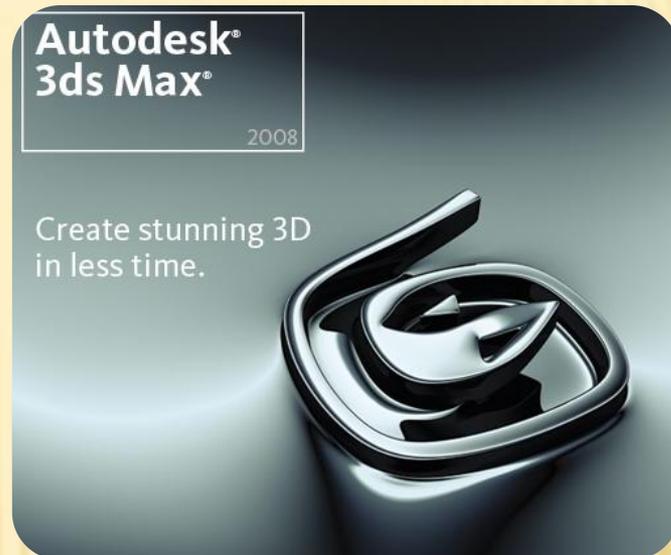


Интерфейс главного окна

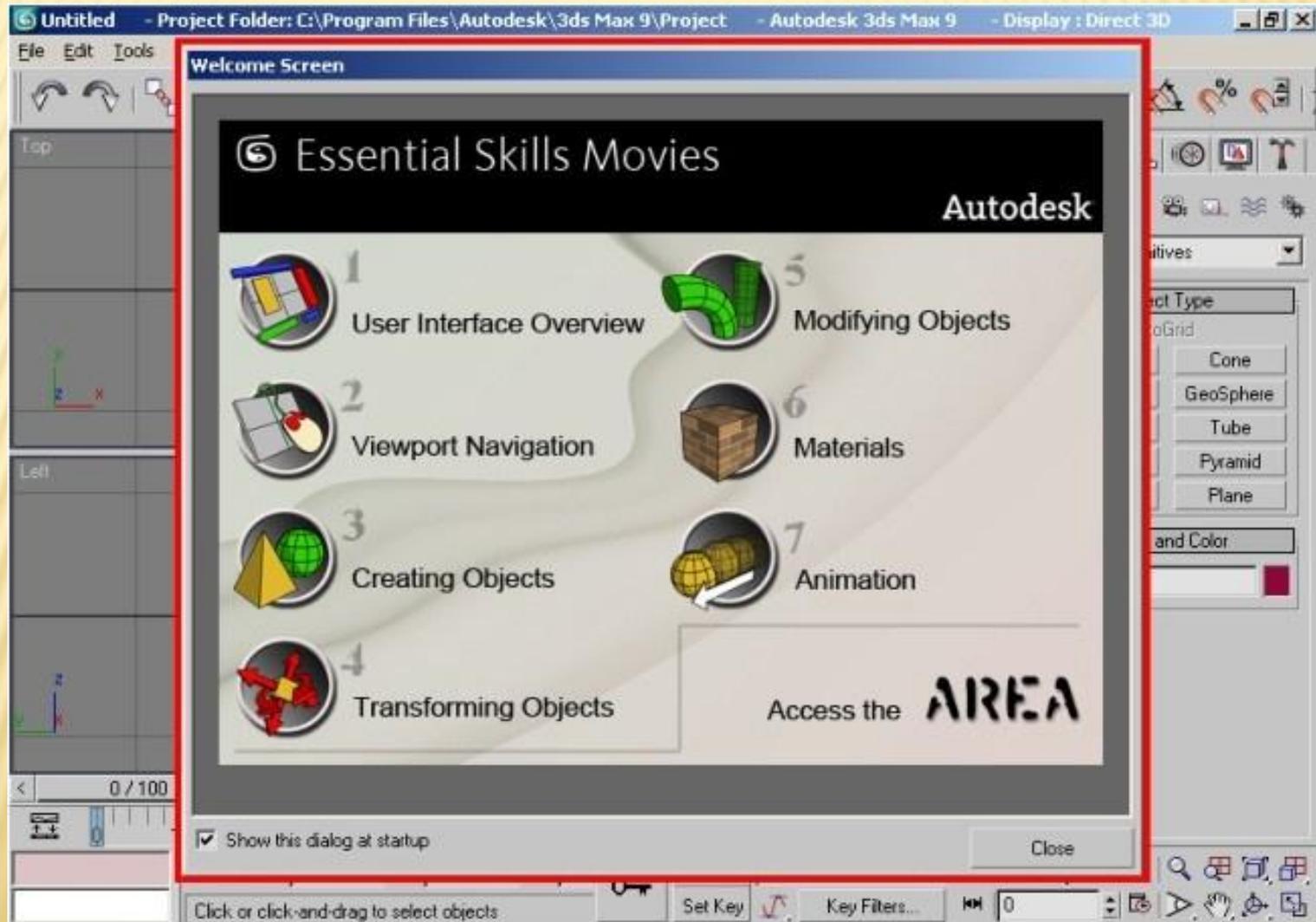
ЗНАКОМСТВО С 3DS MAX



3DS MAX

- ✘ Программа 3ds Max, разработанная фирмой Autodesk, предназначена для создания фотореалистичных трехмерных изображений – как статичных, так и анимированных.
- ✘ Программа востребована специалистами в самых разных областях – дизайнерами и архитекторами, компьютерными художниками и мультипликаторами.

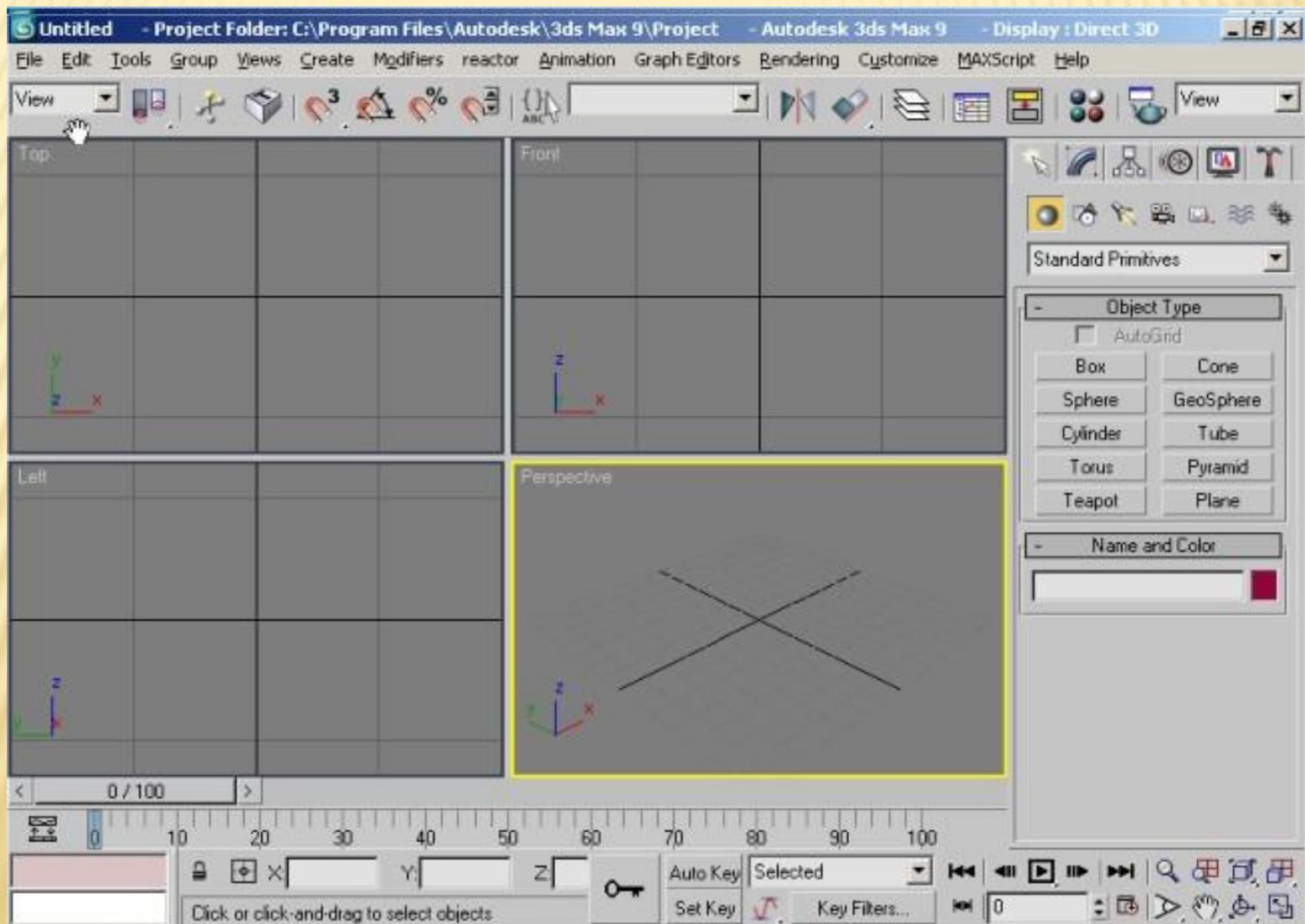
WELCOME SCREEN



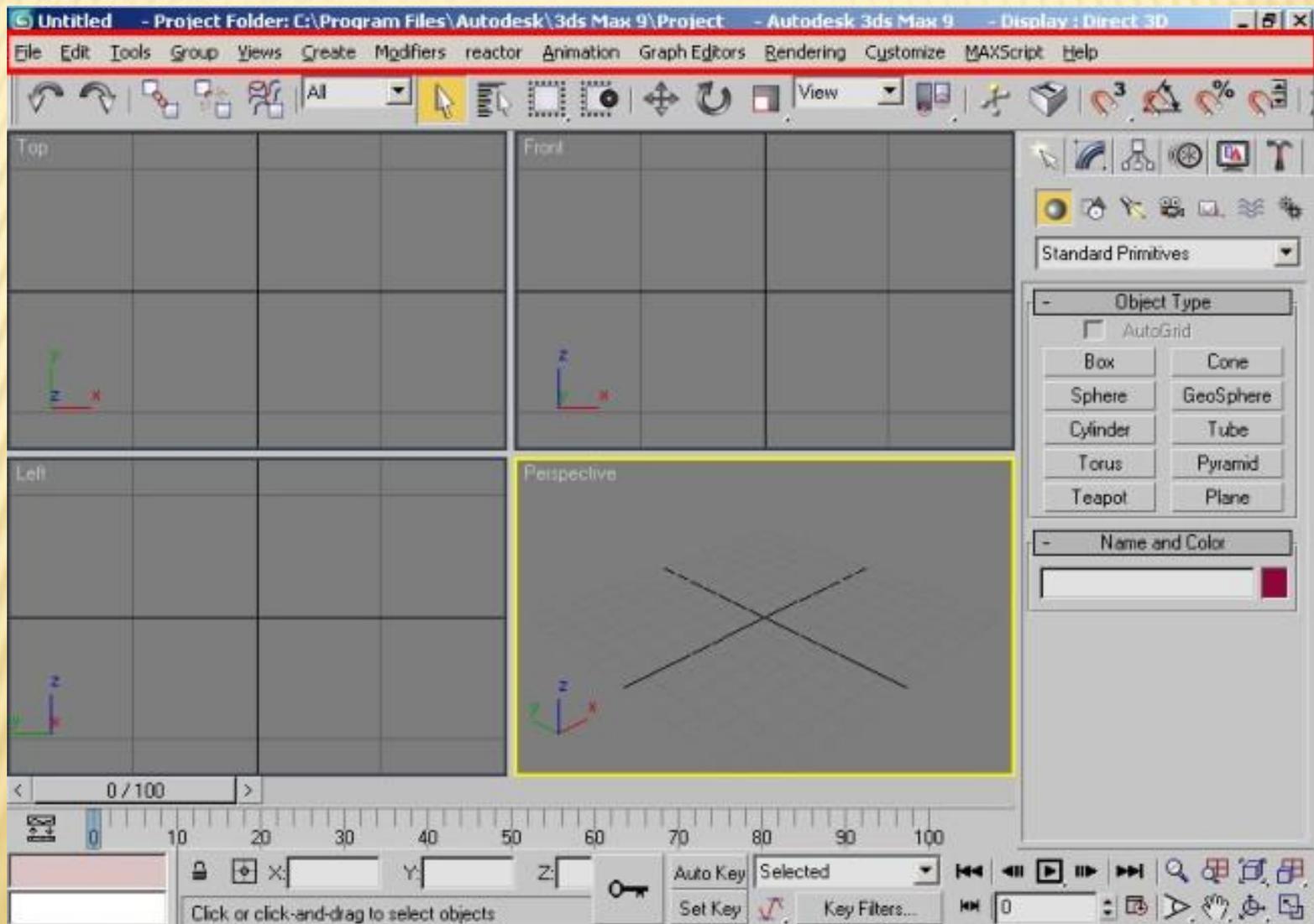
WELCOME SCREEN



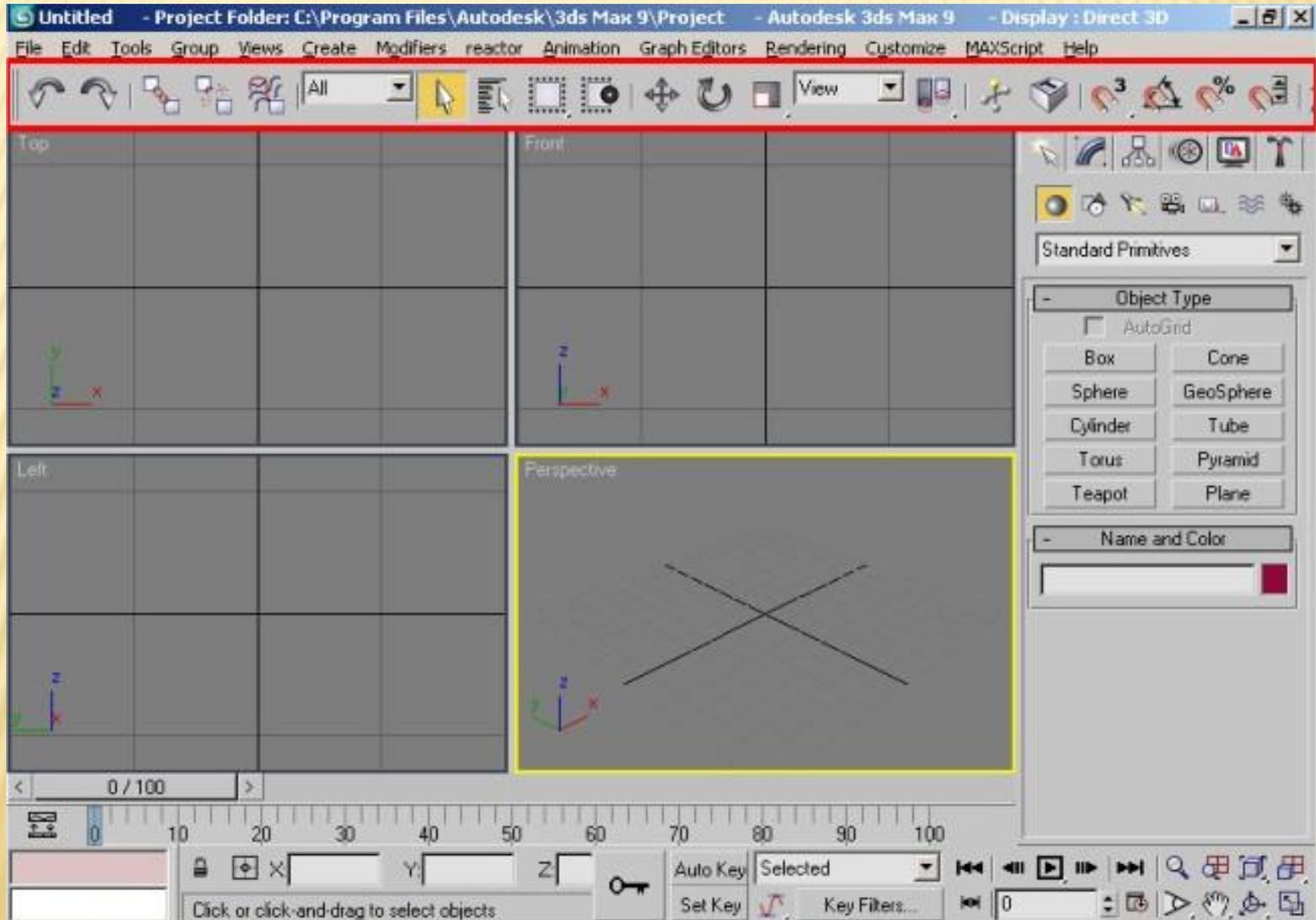
РЕКОМЕНДАЦИИ ПО РАЗРЕШЕНИЮ ЭКРАНА



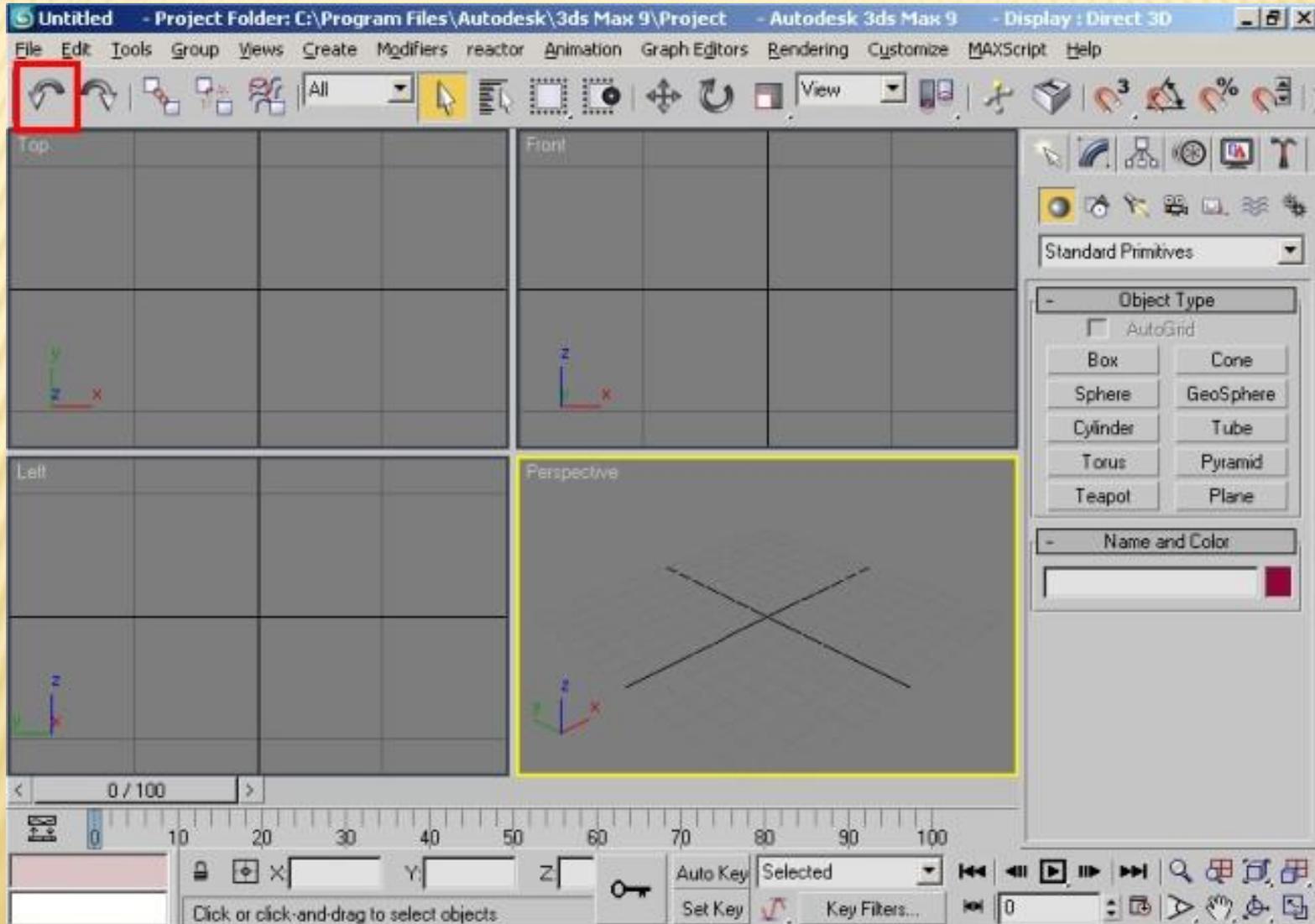
ГЛАВНОЕ МЕНЮ



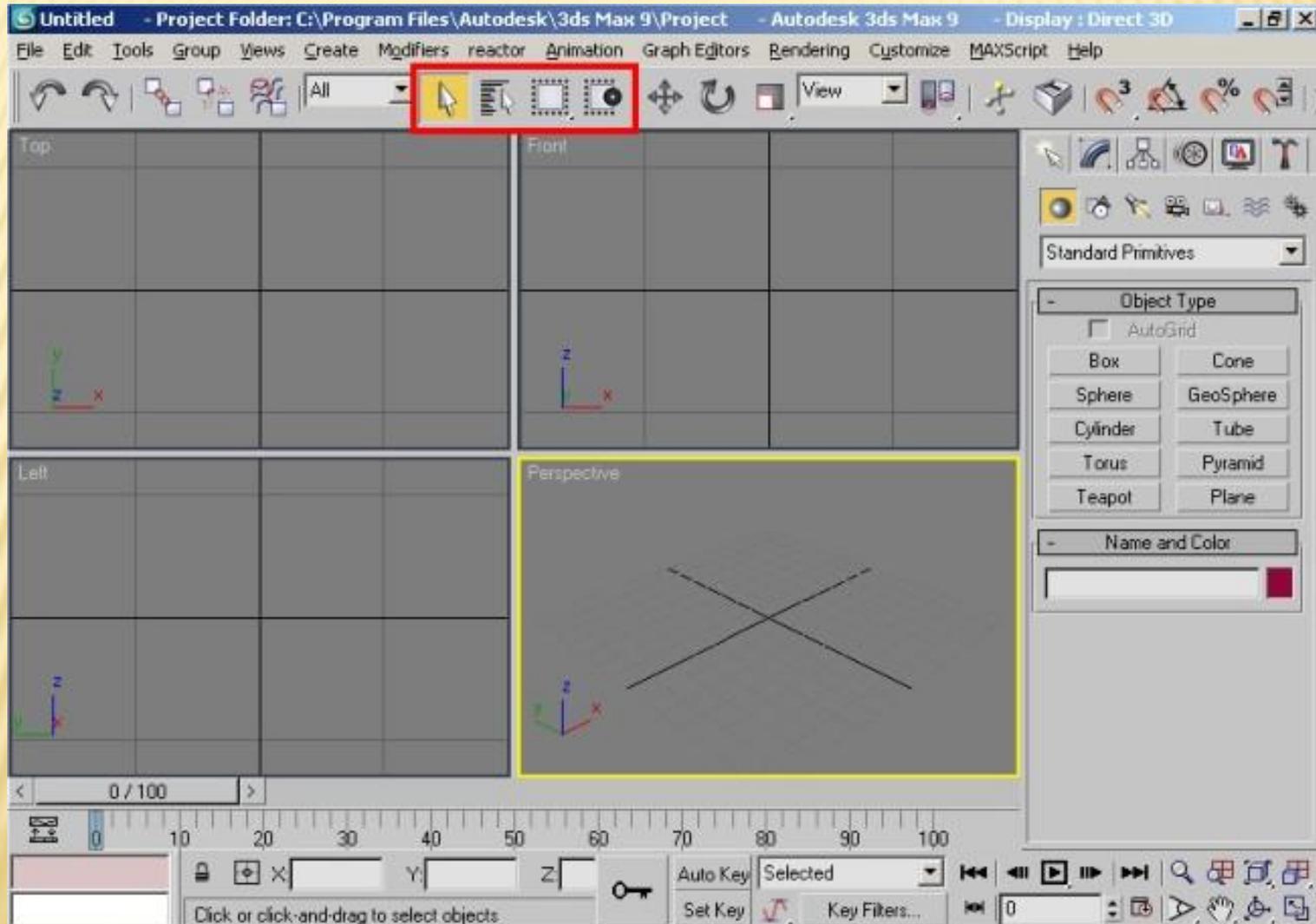
MAIN TOOLBAR



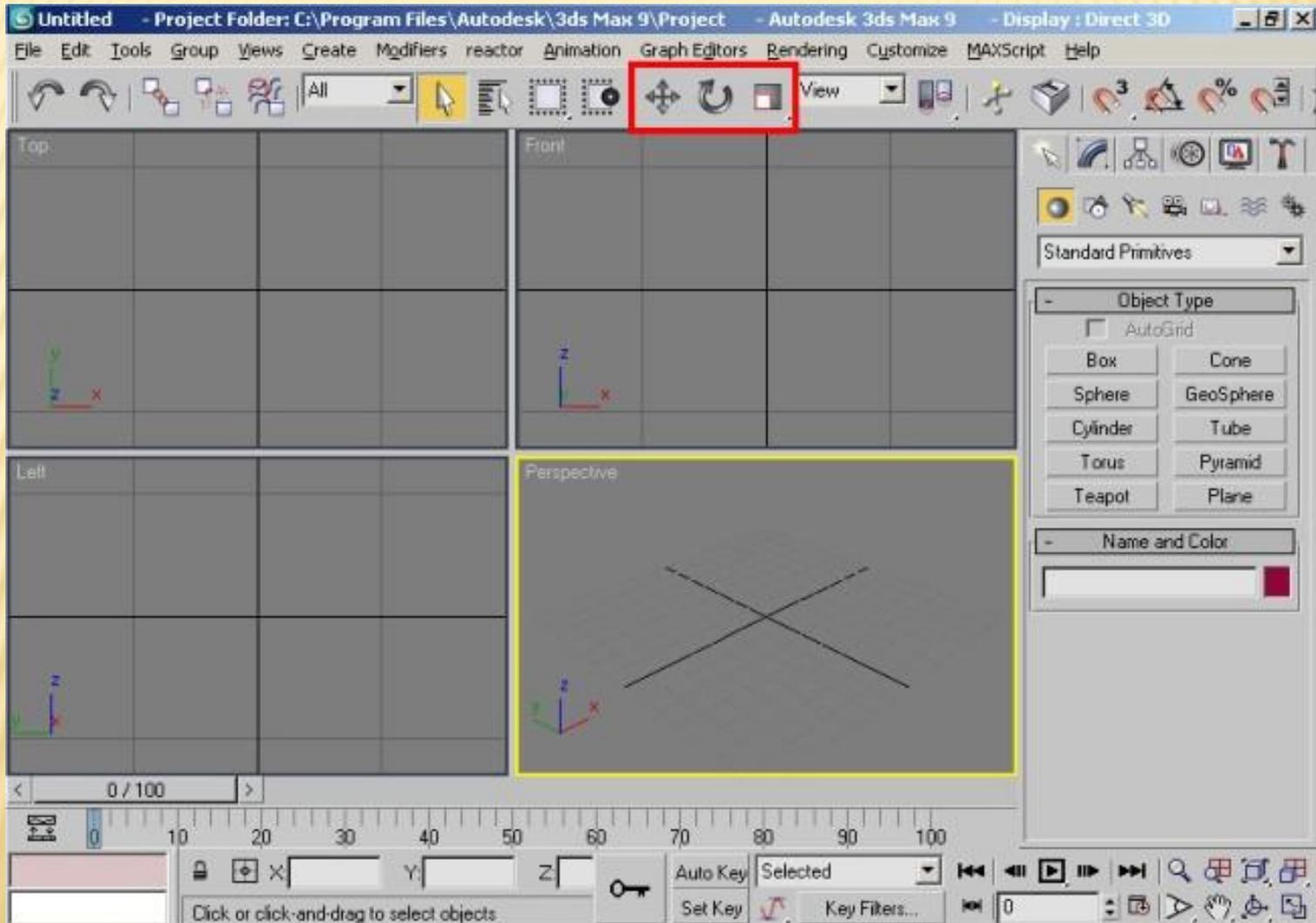
UNDO



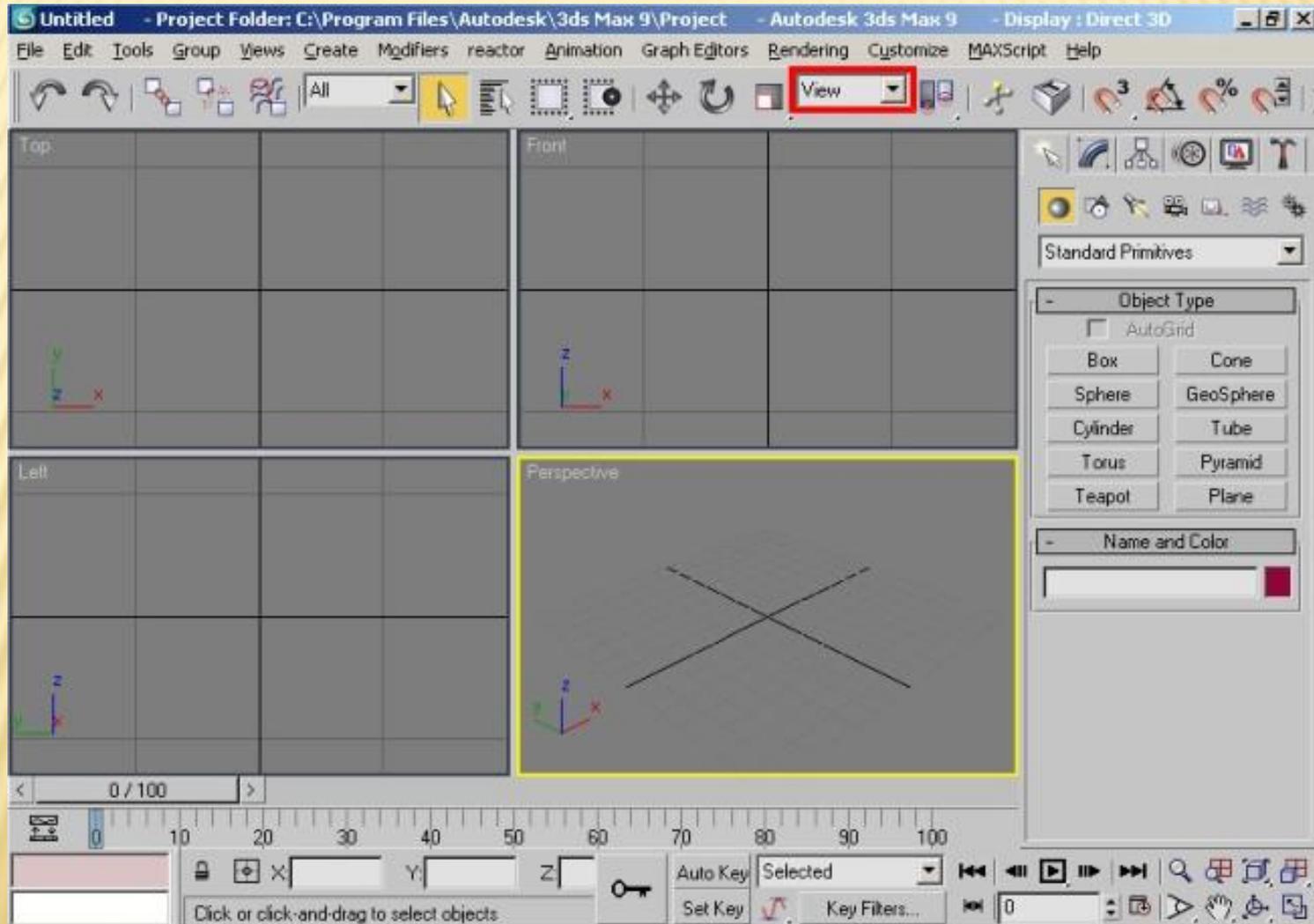
SELECT OBJECTS



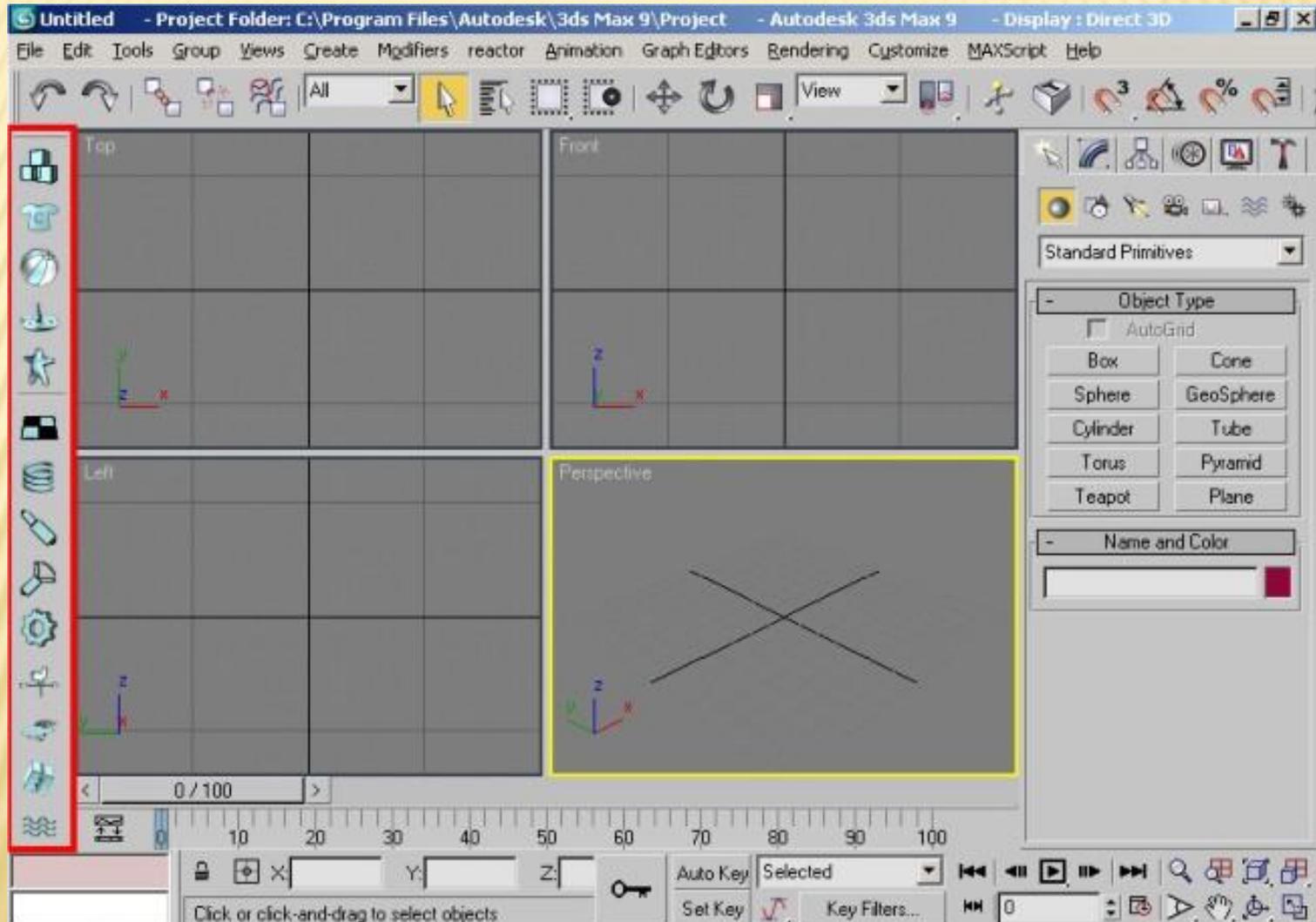
TRANSFORMATION



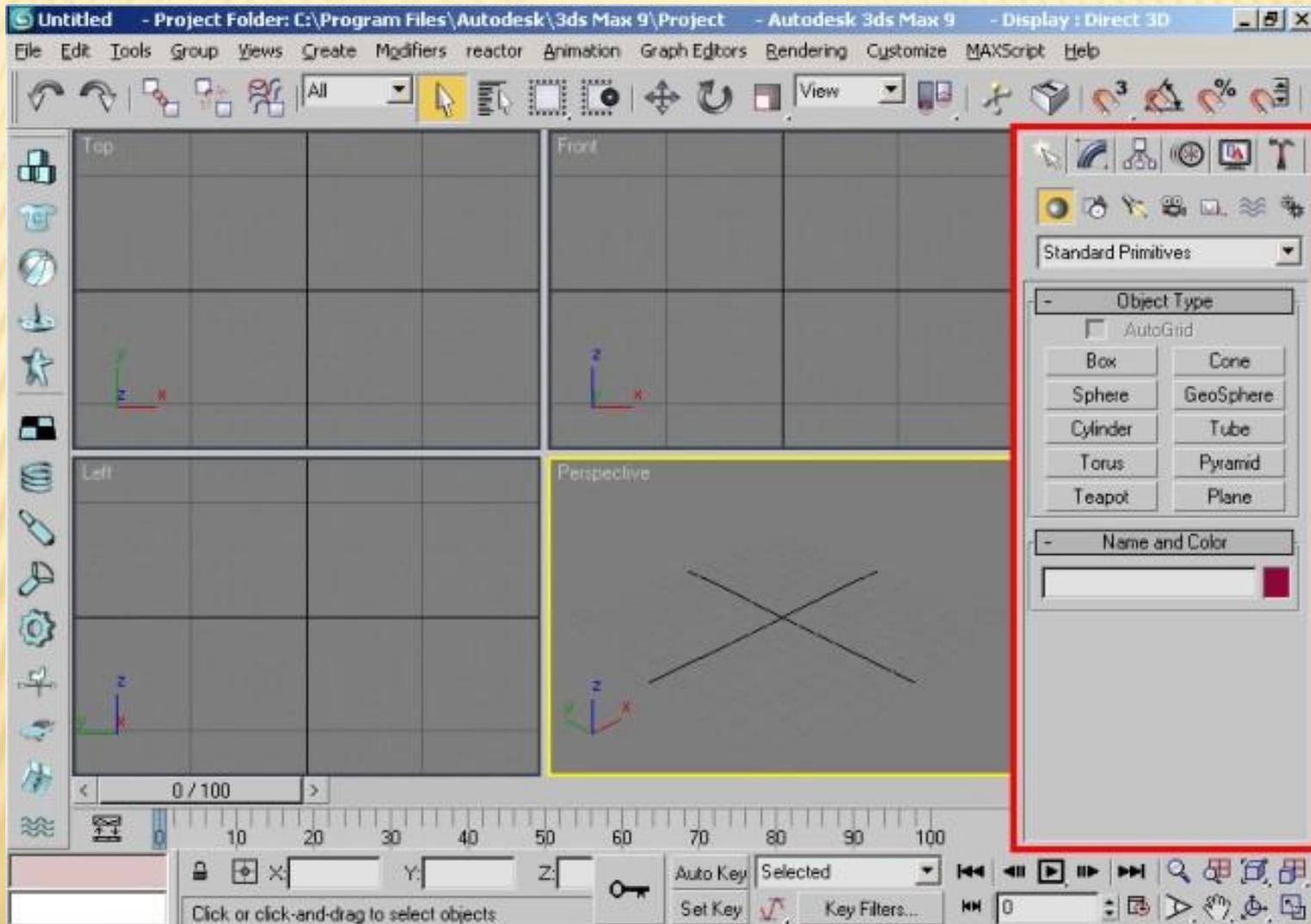
REFERENCE COORDINATE SYSTEM



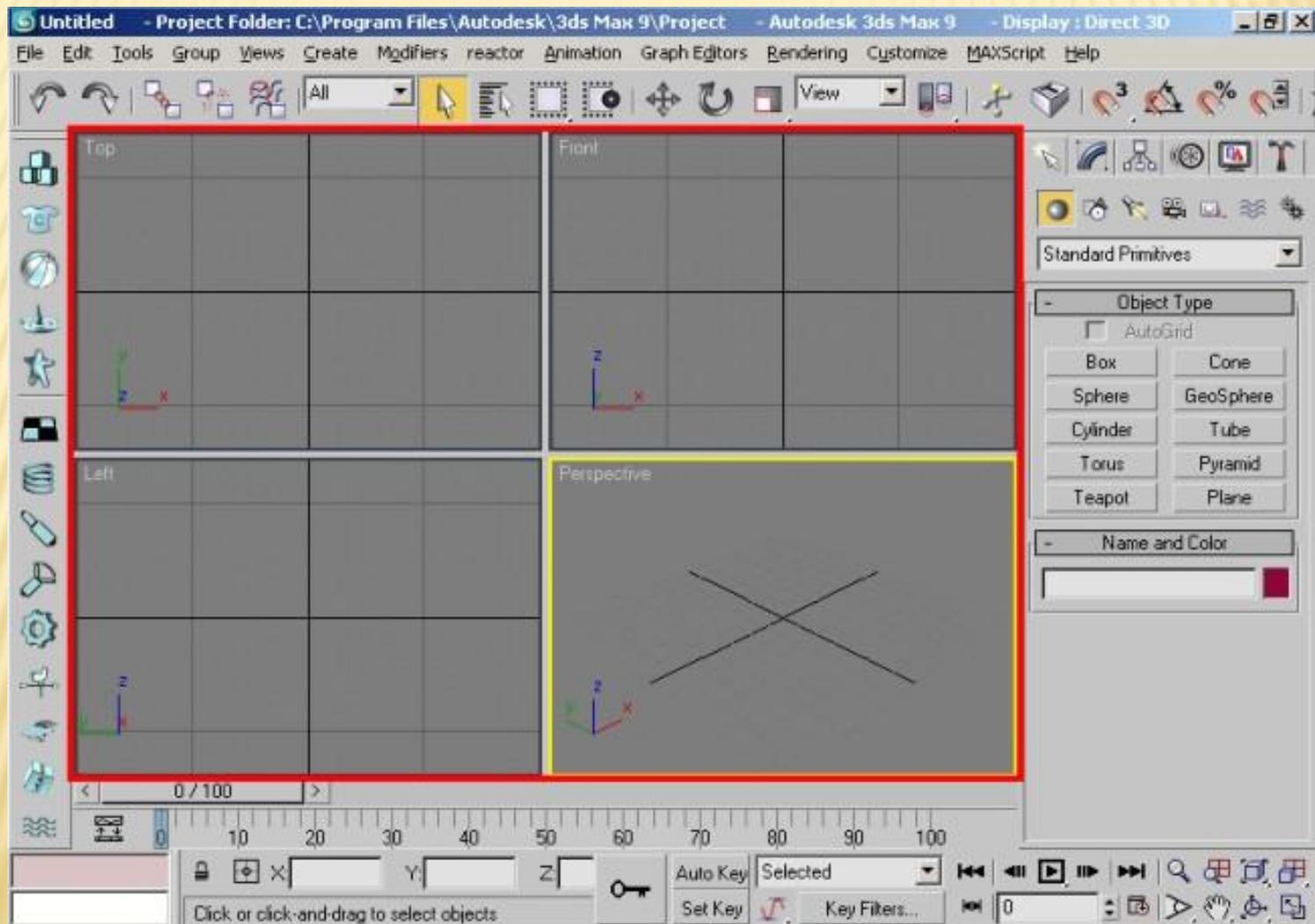
REACTOR



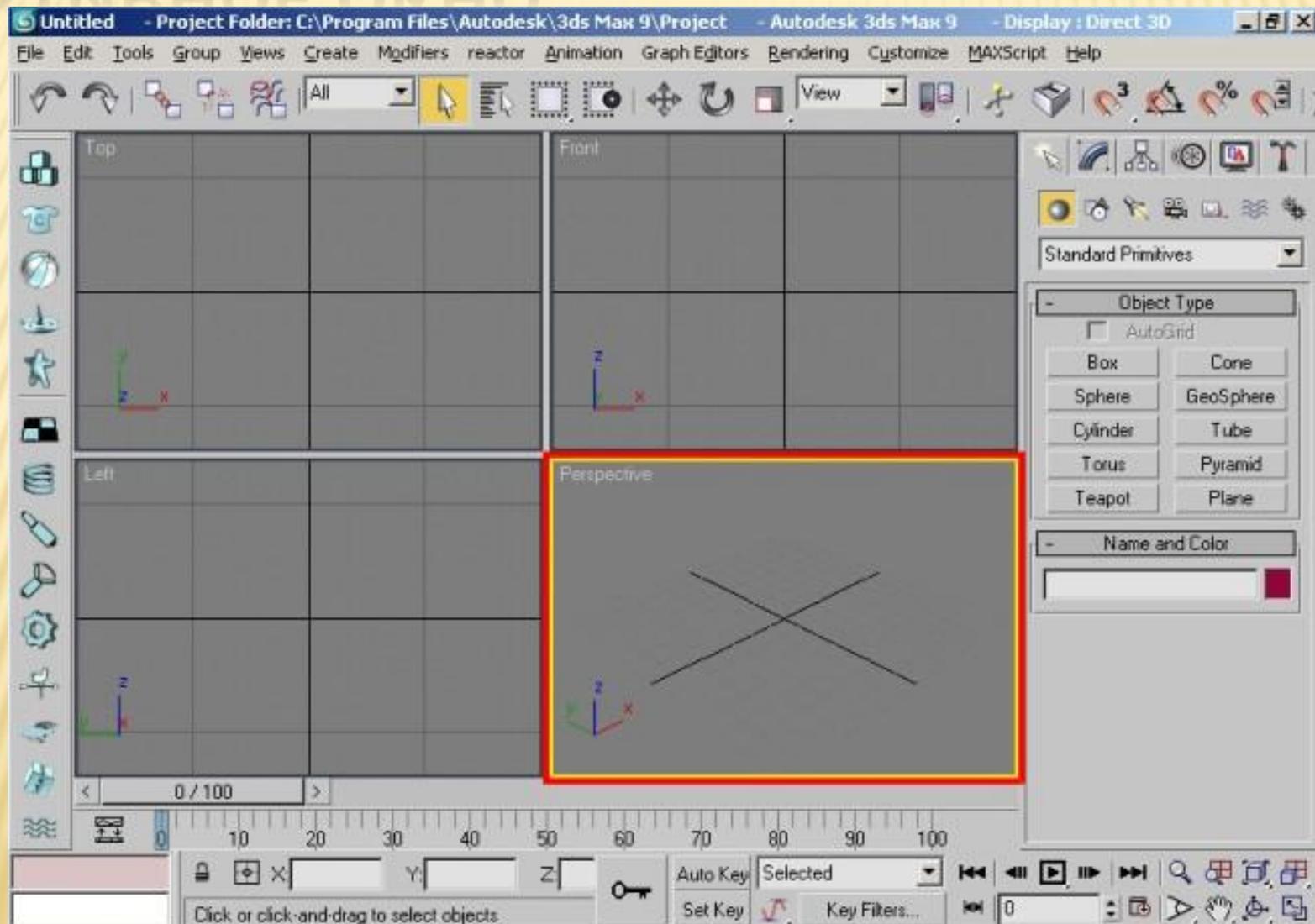
ПАНЕЛЬ КОМАНД



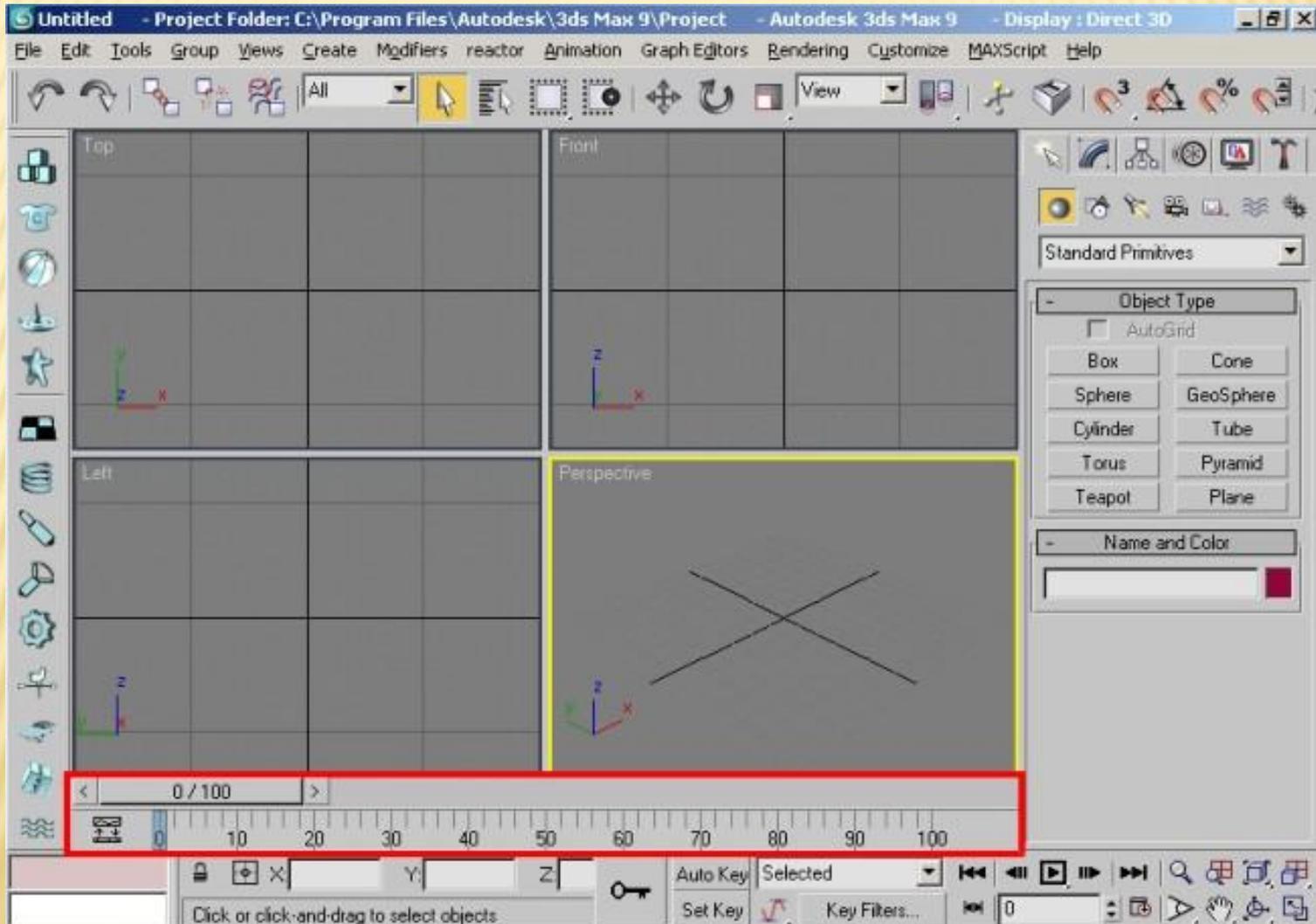
РАБОЧАЯ ОБЛАСТЬ



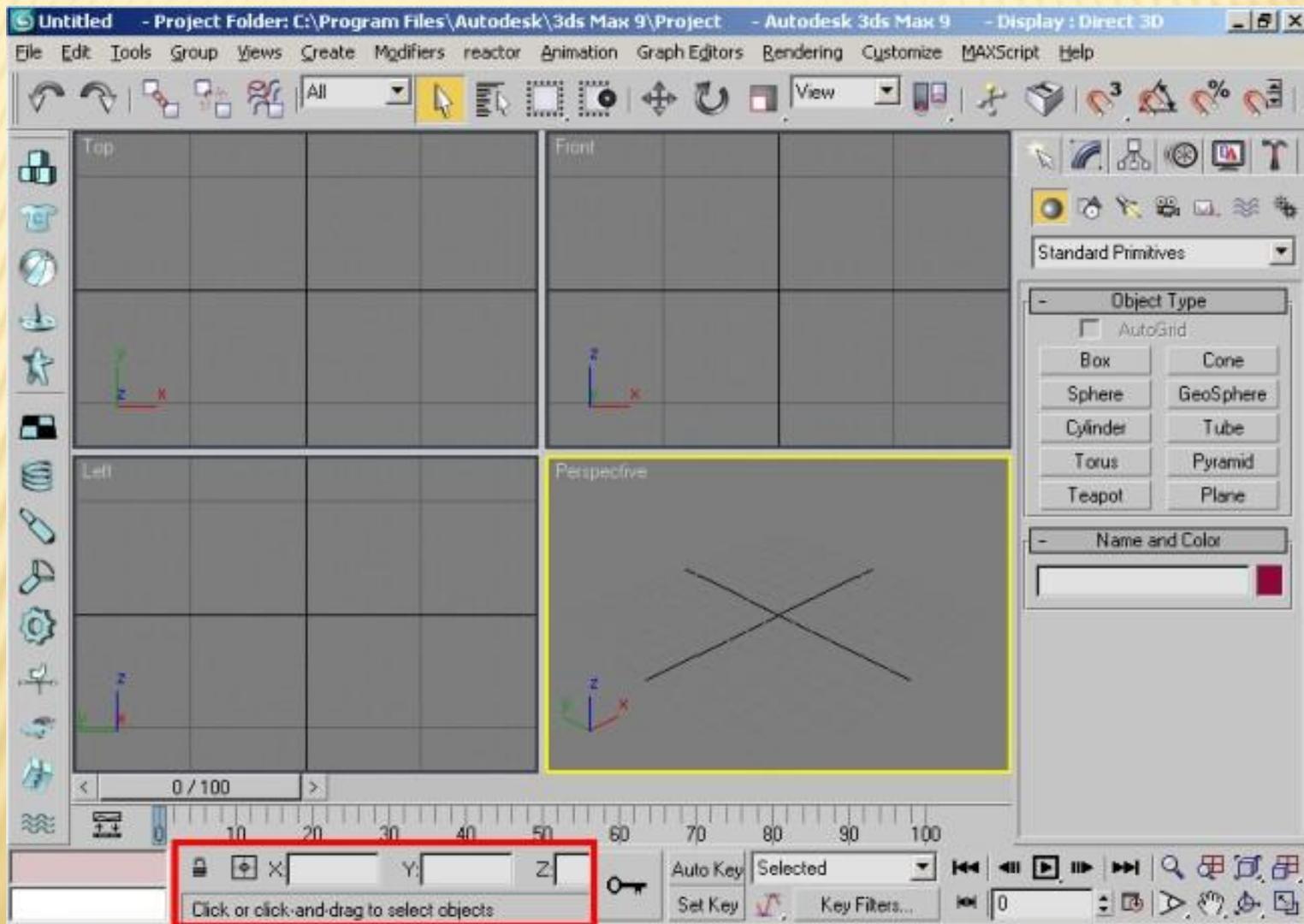
АКТИВНОЕ ОКНО



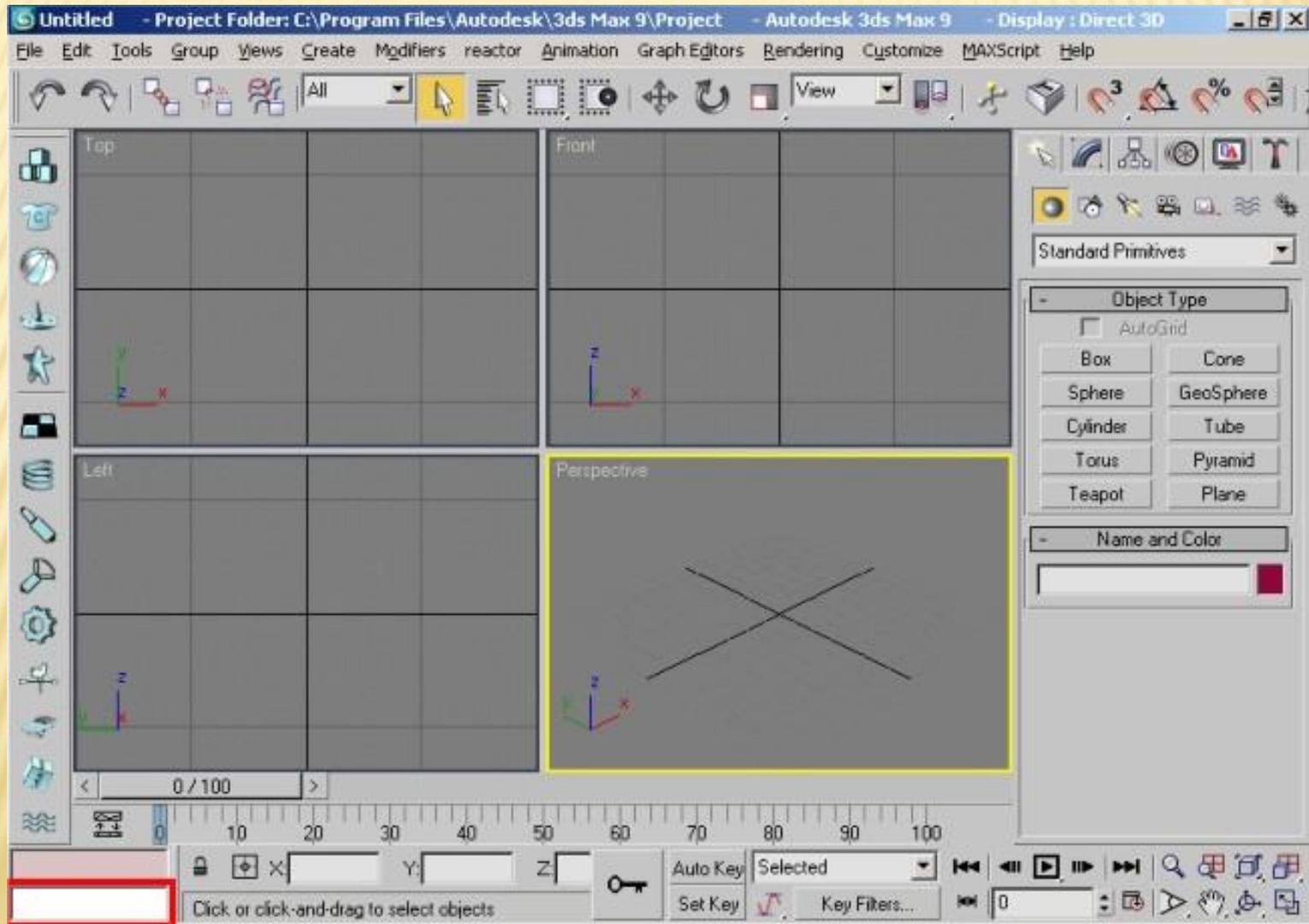
ВРЕМЕННАЯ ШКАЛА



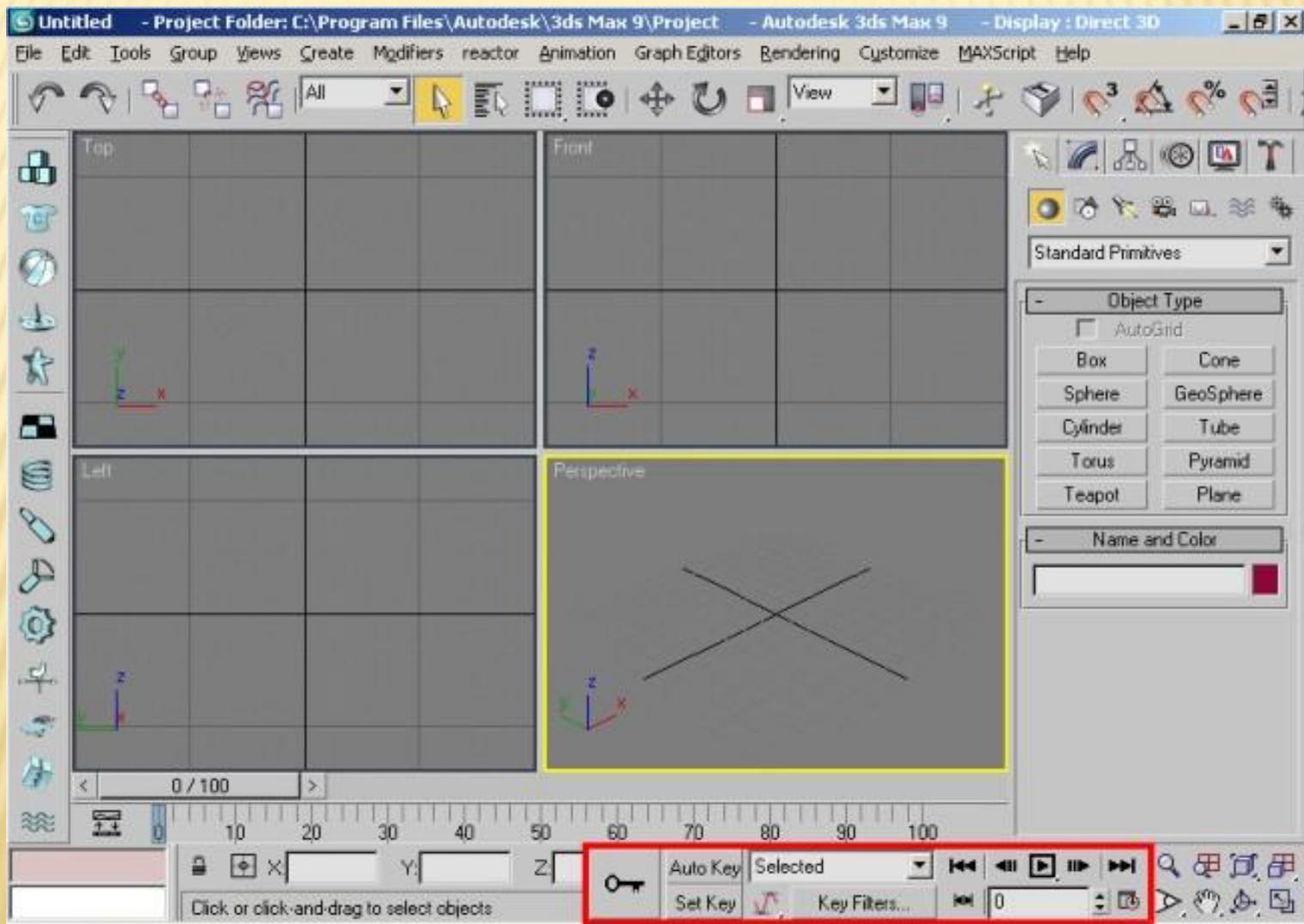
СТРОКА СОСТОЯНИЯ



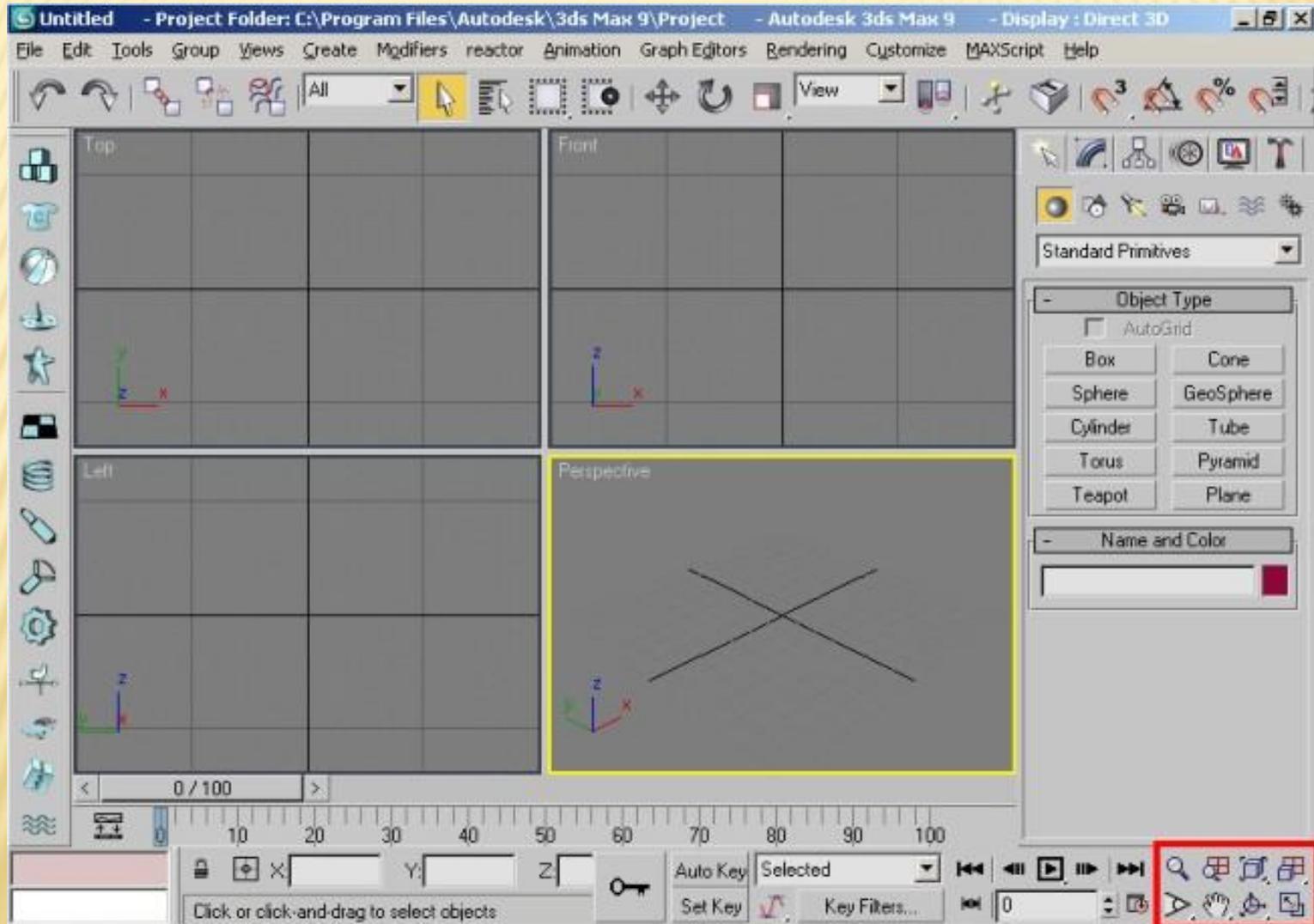
КОМАНДНАЯ СТРОКА



УПРАВЛЕНИЕ АНИМАЦИЕЙ



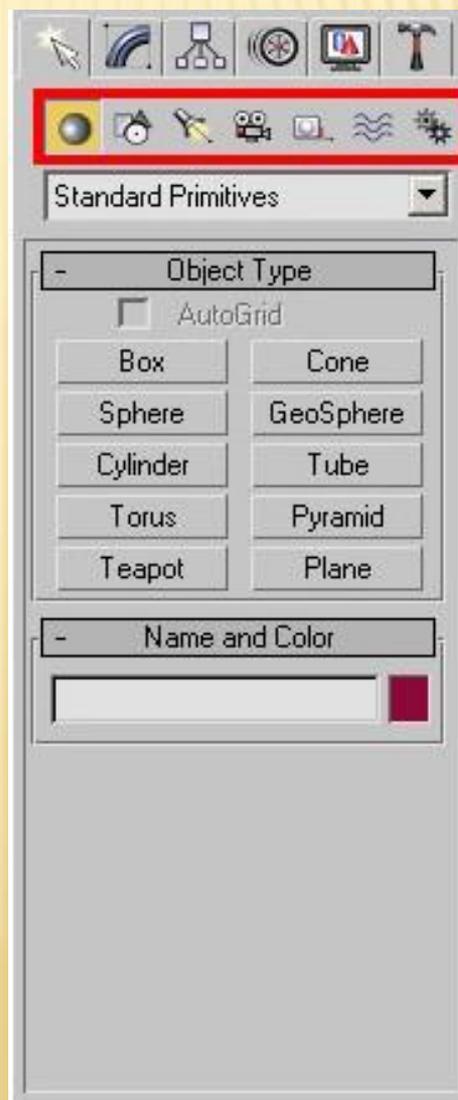
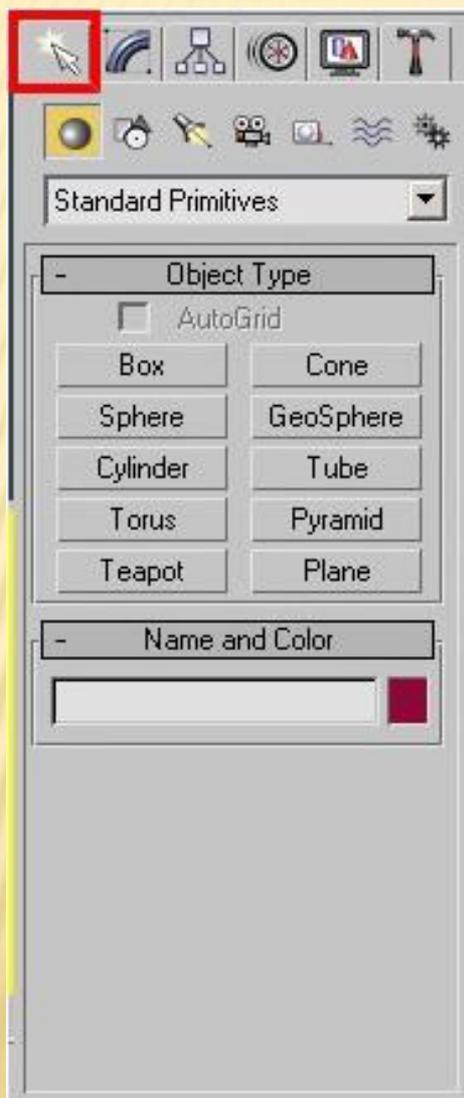
ПАНЕЛЬ НАВИГАЦИИ ПО ВИДАМ



Знакомство с 3ds max

ПАНЕЛЬ КОМАНД И КОНТЕКСТНЫЕ МЕНЮ

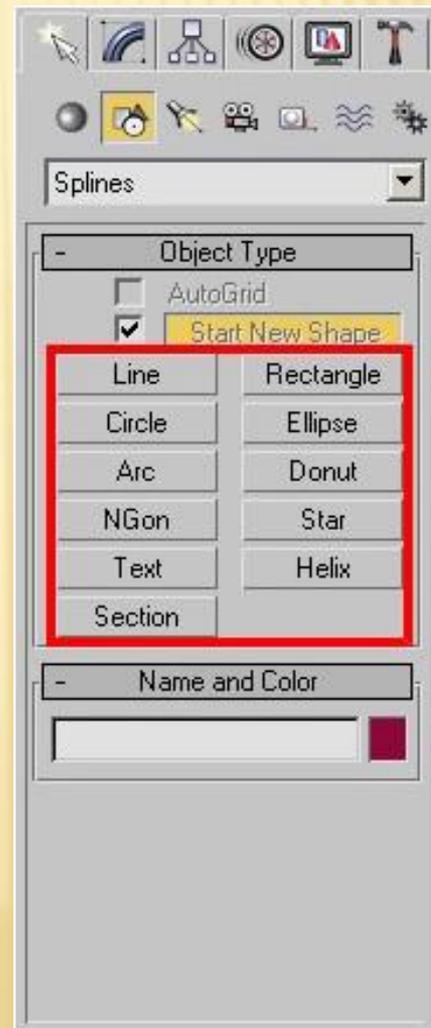
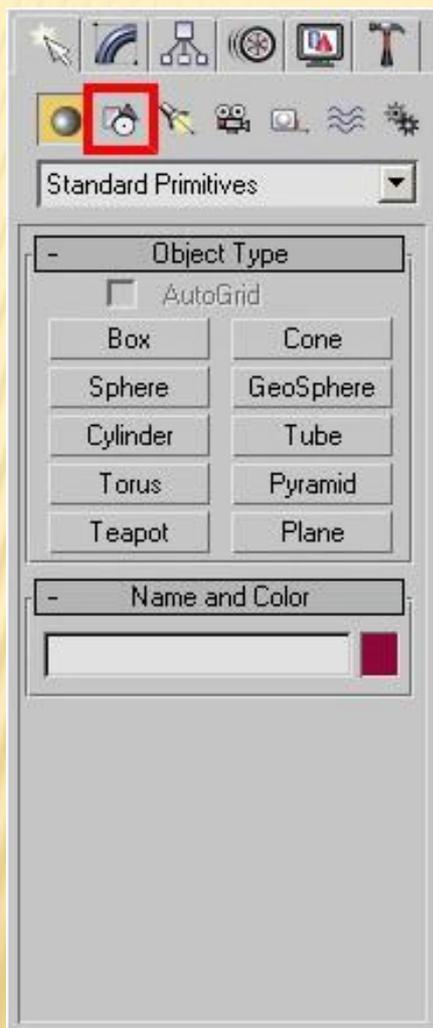
ПАНЕЛЬ «СОЗДАТЬ»



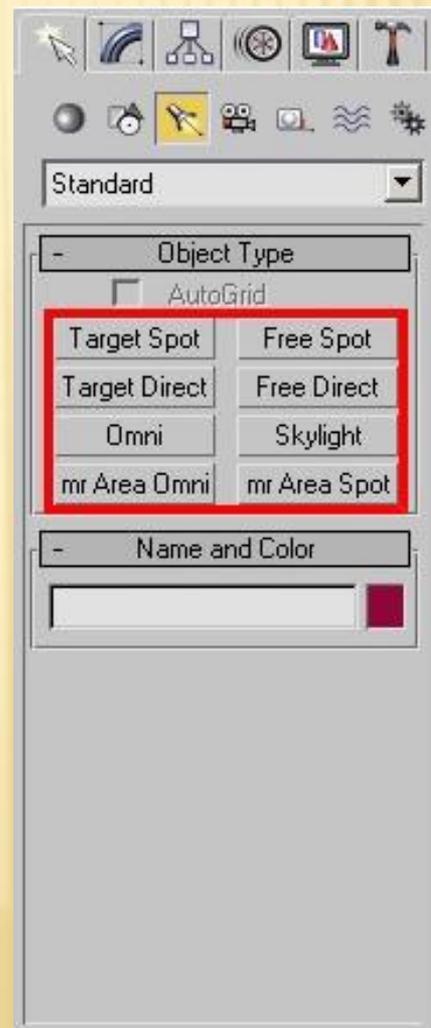
ГЕОМЕТРИЯ



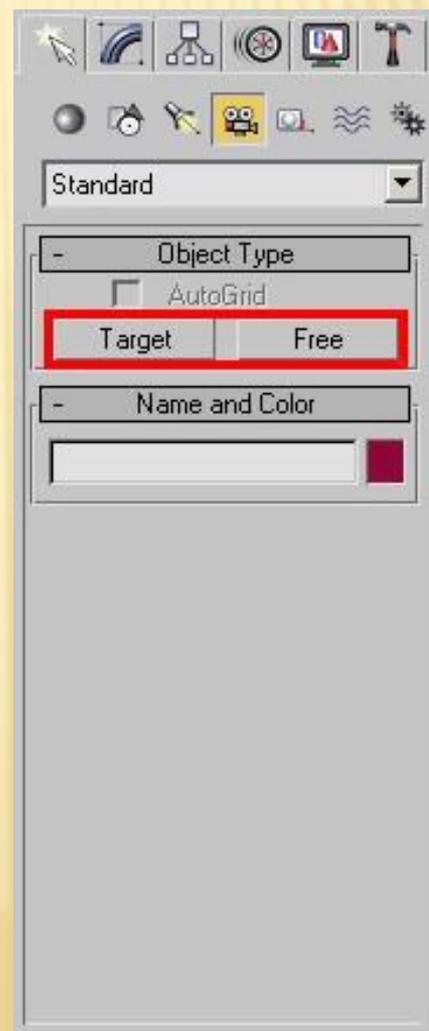
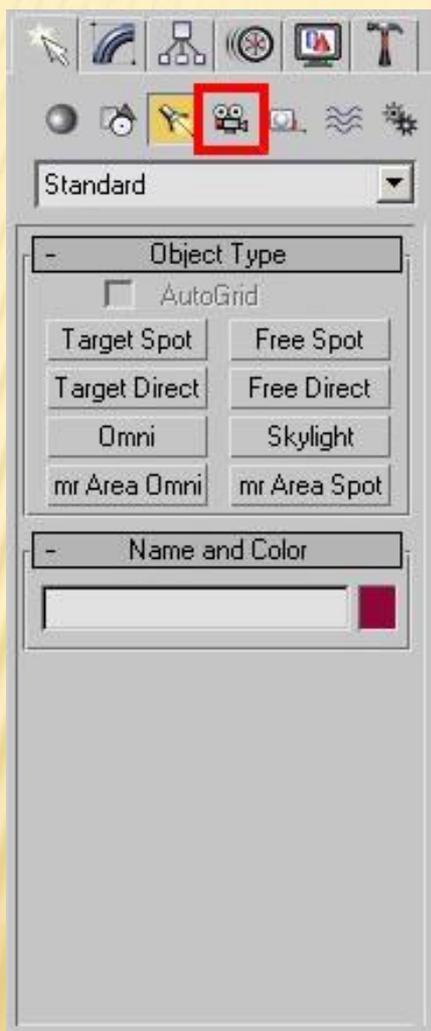
ФИГУРЫ



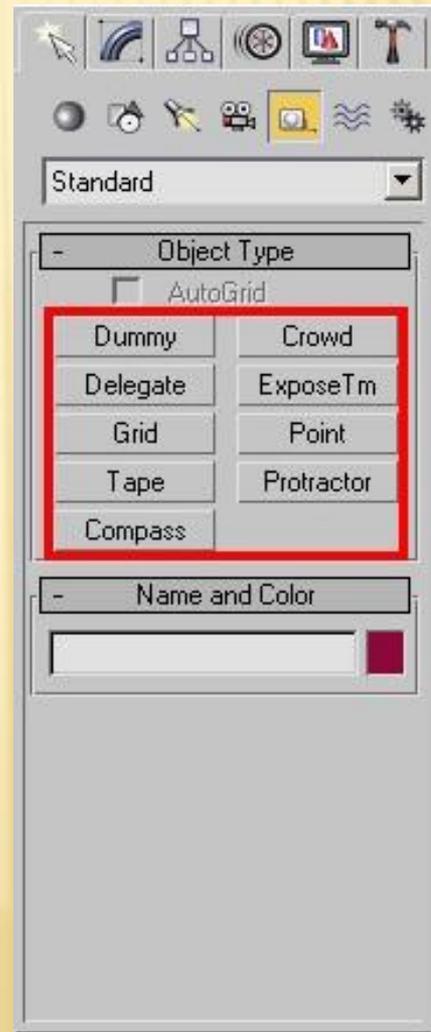
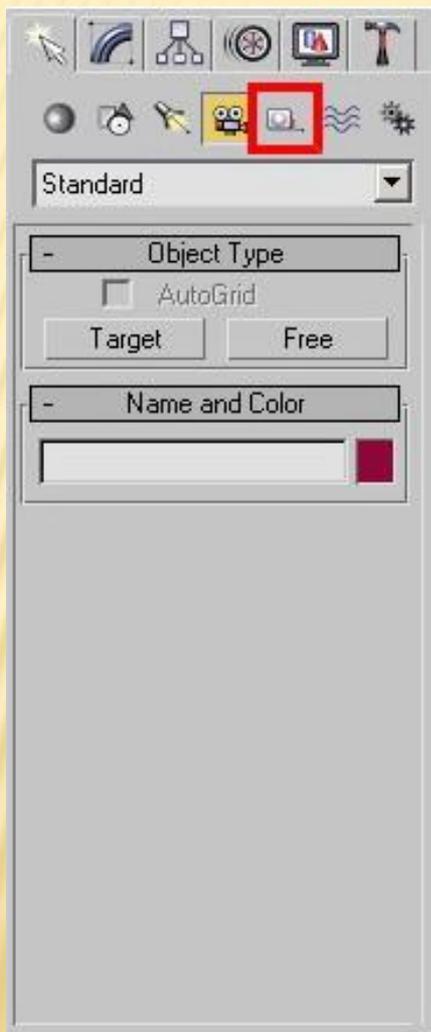
ИСТОЧНИКИ СВЕТА



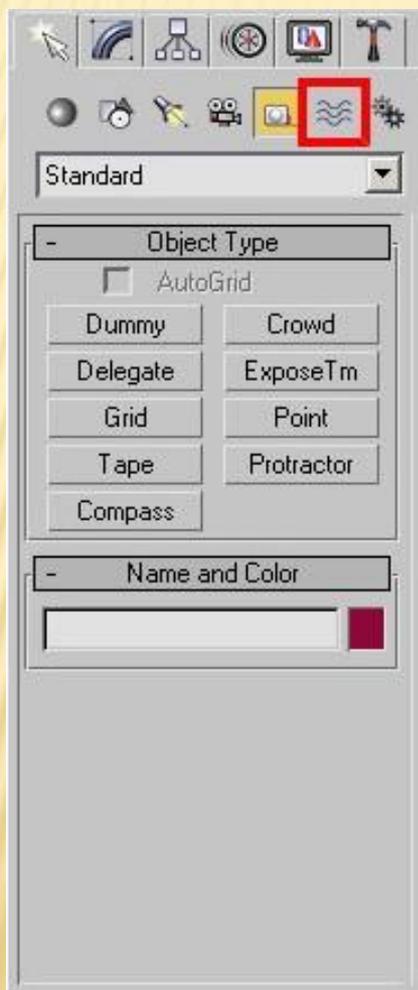
КАМЕРЫ



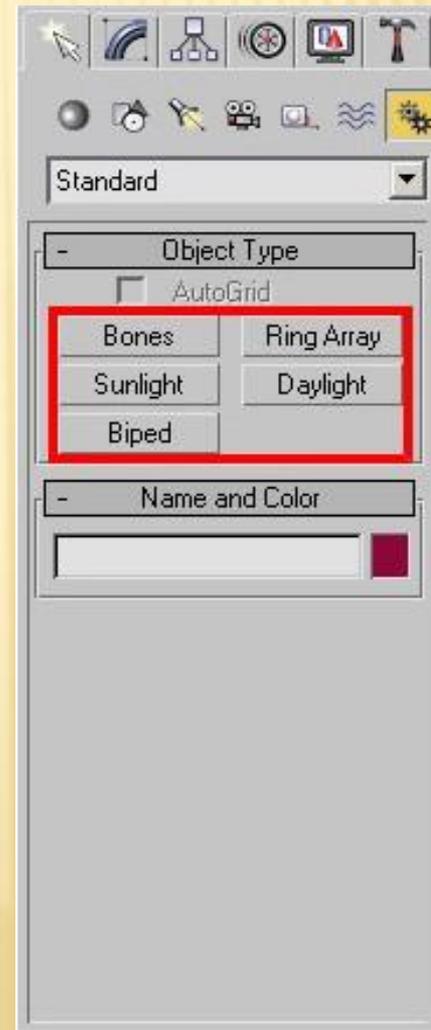
ПОМОЩНИКИ



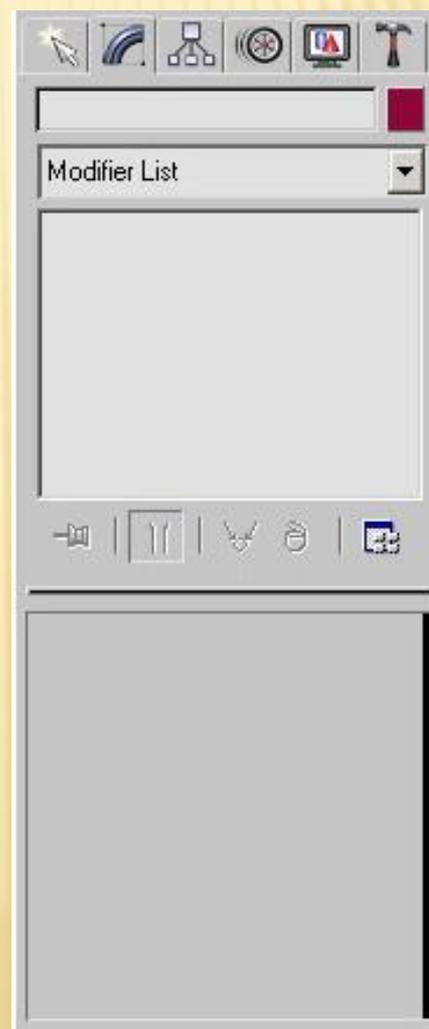
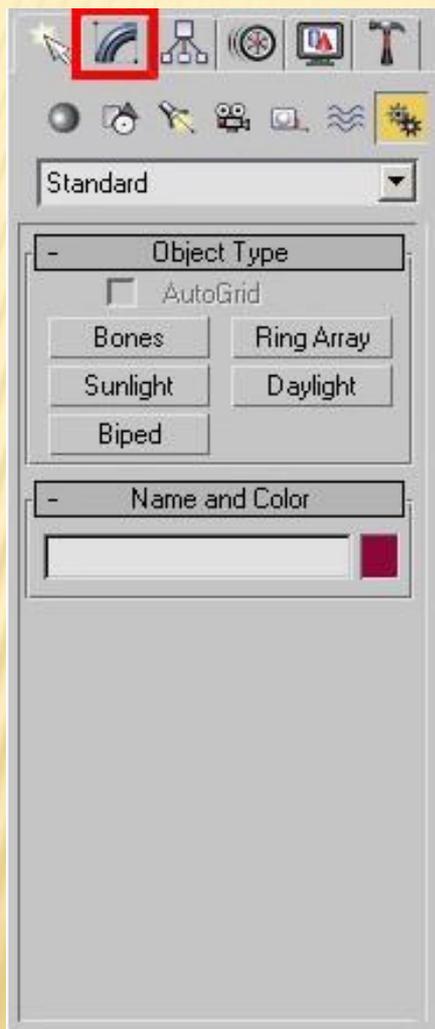
ИСКРИВИТЕЛИ ПРОСТРАНСТВА



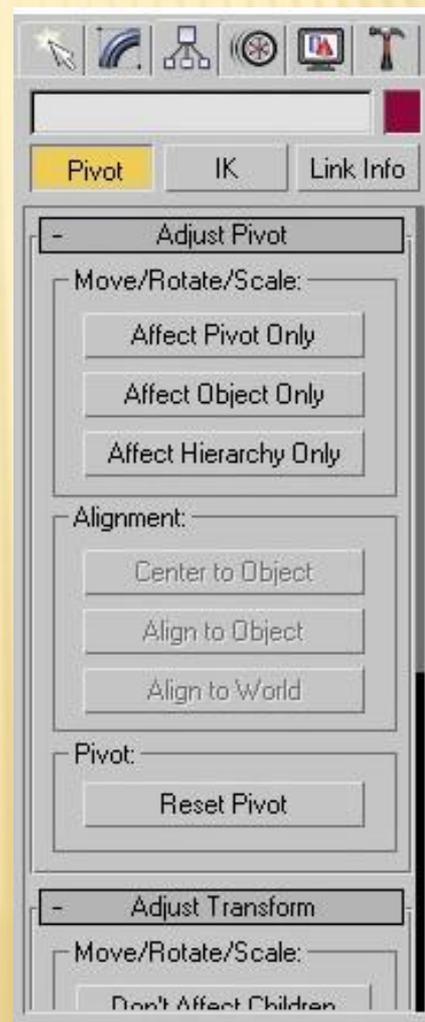
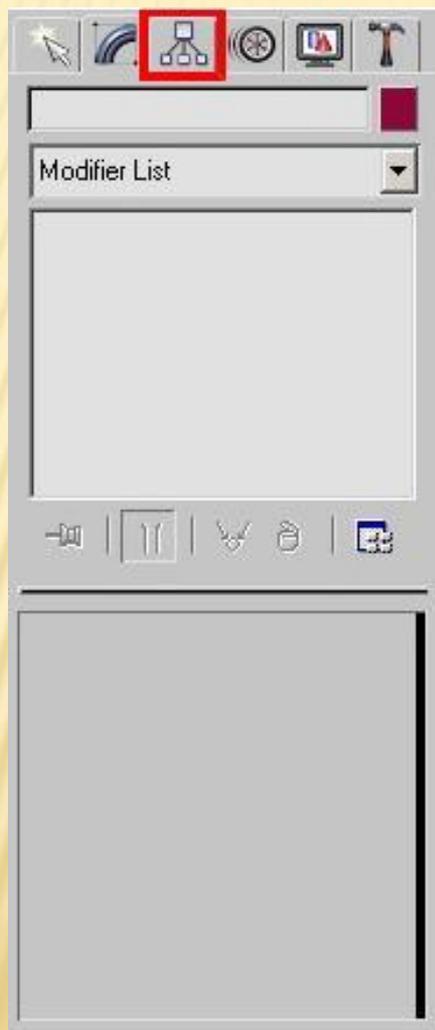
СИСТЕМЫ



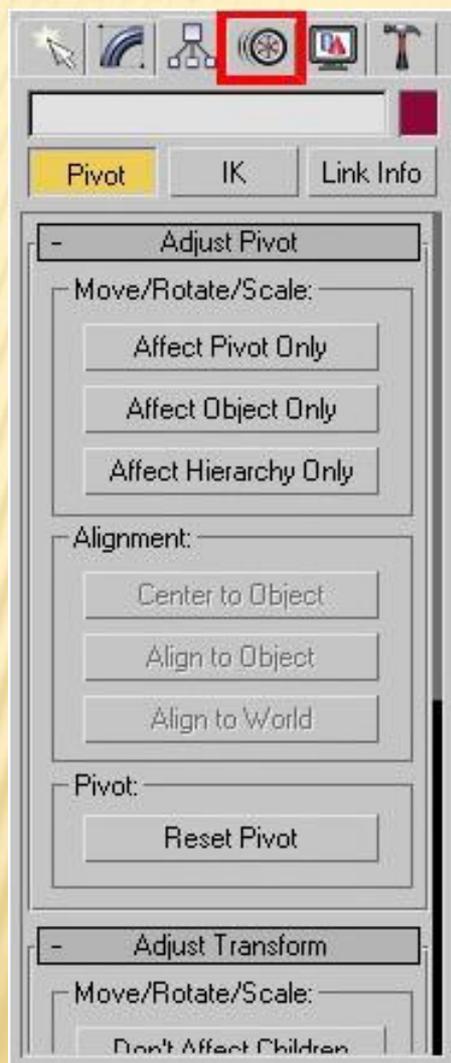
МОДИФИЦИРОВАТЬ



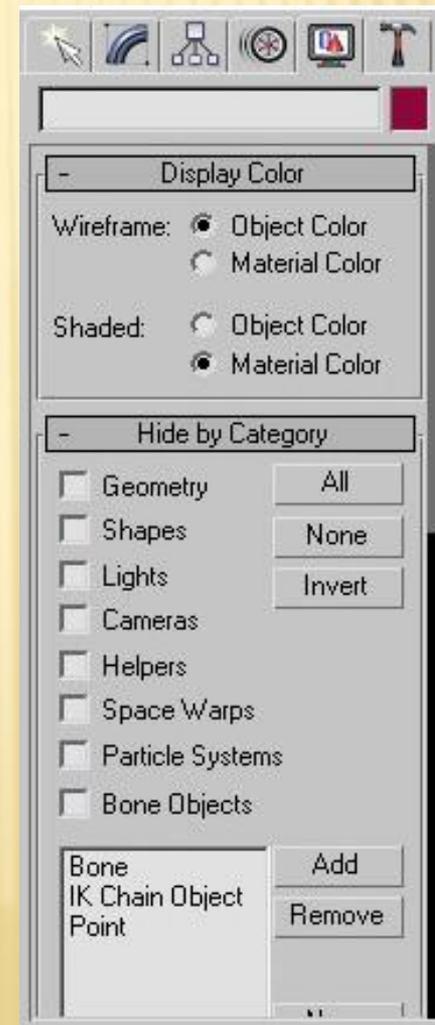
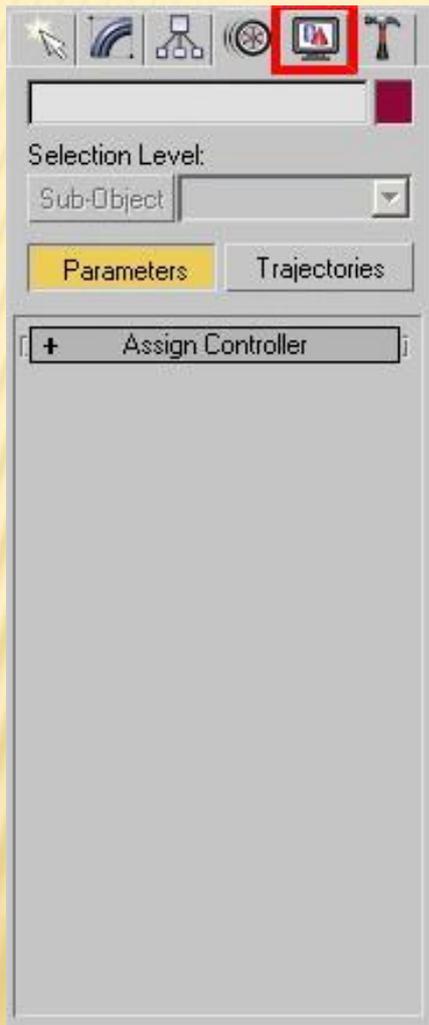
ИЕРАРХИЯ



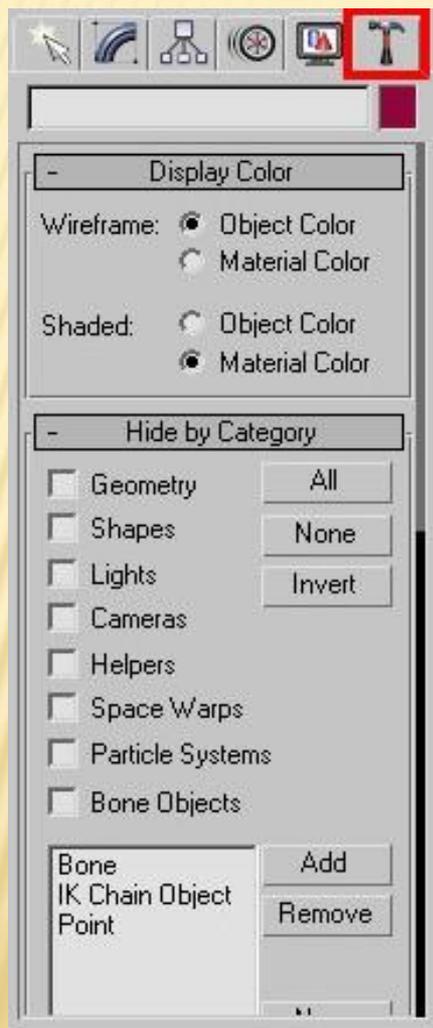
ДВИЖЕНИЕ



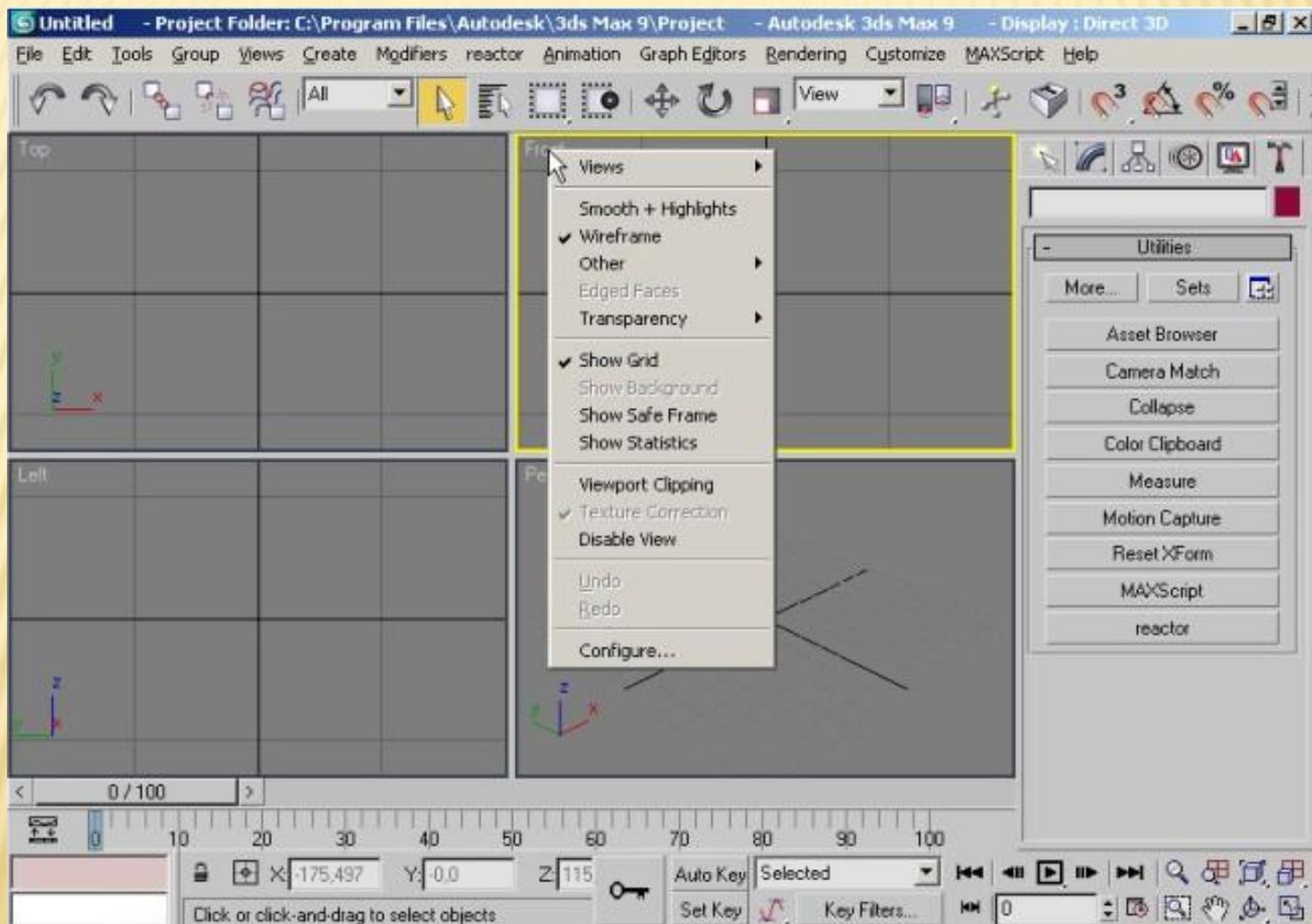
ОТОБРАЖЕНИЕ



УТИЛИТЫ



НАСТРОЙКА ИЗОБРАЖЕНИЯ



ПРИМЕНЕНИЕ КОМАНД

