

3DS MAX 建筑与室内设计

电脑建筑表现
与室内设计

大全

中青电脑艺术部 / 策划



COMPUTER USER'S BEST FRIEND
(주)사이비출판사

(韩)尹尚鸿 / 编著



随书附赠光盘，内含
本书范例所用素材、
max文件以及合成效果
图，免费赠送大量
材质贴图、效果树、
人物等实用素材



- 本书由韩国资深建筑师编著
- 详细介绍了3DS MAX和3DS VIZ建筑表现与室内效果图绘制的实用技法
- 通过丰富的实例剖析室内设计中的重点难点，对设计中的关键技术进行了翔实的叙述
- 本书是目前较为权威的指导书，适用于各种水平的建筑和室内装潢设计者



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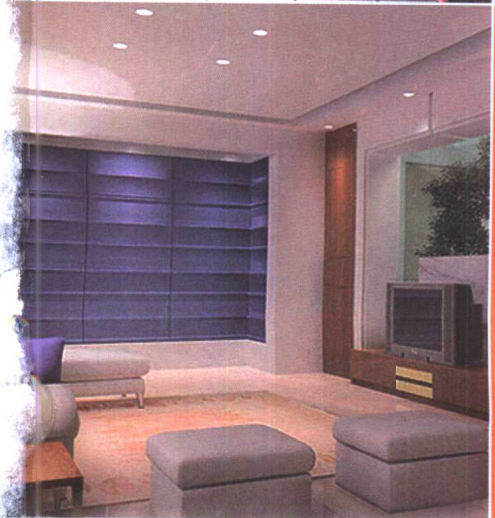
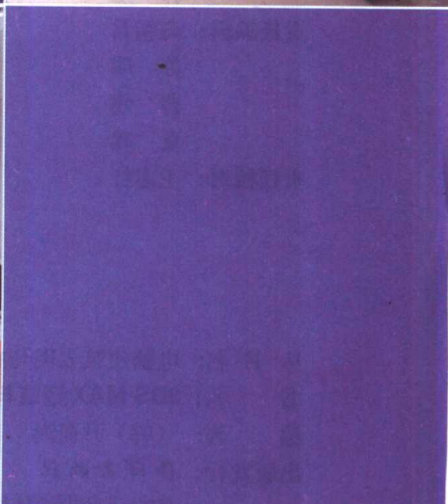
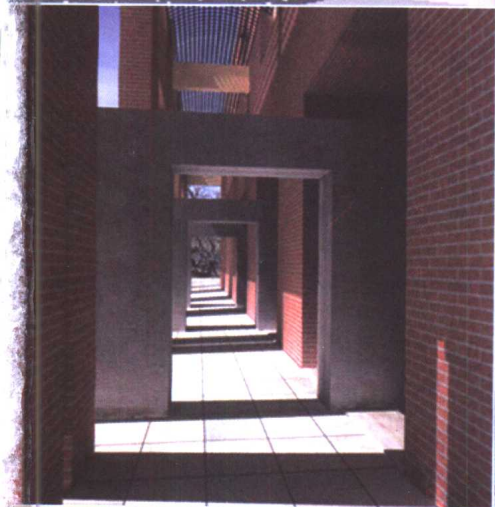
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裴春花 / 译



MBJS 26/02



海洋出版社



中国青年出版社
CHINA YOUTH PRESS



(京)新登字 083 号

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Originally Korean language edition published by Cyber Publishing co.,

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版权贸易合同登记号: 01-2002-0190

图书在版编目(CIP)数据

3DS MAX 建筑与室内设计大全 / (韩) 尹尚鸿编著; 裴春花译. - 北京: 海洋出版社, 2002.7

ISBN 7-5027-5803-8

I. 3... II. ①尹... ②裴... III. 建筑设计: 计算机辅助设计 - 图形软件, 3DS MAX IV. TU201.4

中国版本图书馆 CIP 数据核字(2002)第 044772 号

总 策 划: 胡守文

王修文

郭 光

责任编辑: 高朝君

苏 琰

曹 建

夏 晞

责任校对: 王志红

丛 书 名: 电脑建筑表现与室内设计

书 名: 3DS MAX 建筑与室内设计大全

编 著: (韩) 尹尚鸿

出版发行: 海洋出版社

地址: 北京市海淀区大慧寺 8 号 邮政编码: 100081

中国青年出版社

地址: 北京市东四 12 条 21 号 邮政编码: 100708

电话: (010) 84015588 传真: (010) 64053266

印 刷: 中国科学院印刷厂

开 本: 787 × 1092 1/16 印张: 35

版 次: 2002 年 8 月北京第 1 版

印 次: 2002 年 8 月第 1 次印刷

印 数: 1-5000

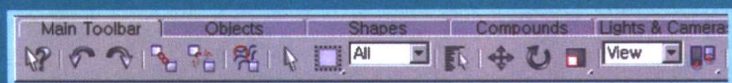
书 号: ISBN 7-5027-5803-8/TP · 598

定 价: 86.00 元 (1CD)

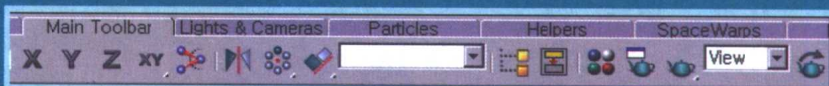


3DS MAX 建筑与室内设计大全

<http://www.3DCAFE.com>



- Help Mode
- Undo
- Redo
- Select and Link
- Unlink Selection,
- Bind to Space Warp
- Select Object
- (Rectangle, Circular, Fence) Selection Region
- All Selection Filter
- Select By Name
- Select and Move
- Select and Rotate
- Select and ((Uniform, Non-uniform) Scale, Squash)
- View Reference Coordinate System
- Use (Pivot Point, Selection, Transform Coordinate) Center



- Restrict to X
- Restrict to Y
- Restrict to Z
- Restrict to () Plane,
- IK on/off toggle
- Mirror Selected Objects
- Array(Snapshot, Spacing Tool),

     Align(Normal Align, Place Highlight, Align Camera, Align to View),

 Named Selection Sets

 Open Track View

 Open Schematic View

 Material Editor

 Render Scene

  Quick Render(Production, Draft)

 View  Render TypeRender Last

 Render Last

Objects



-  Box
-  Sphere
-  Cylinder
-  Torus
-  Teapot
-  Cone
-  GeoSphere
-  Tube
-  Pyramid
-  Plane
-  Hedra
-  ChamferBox
-  OilTank
-  ChamferCyl
-  Spindle
-  Gengon
-  RingWave



-  Torus Knot
-  Capsule
-  L Ext
-  C Ext
-  Prism
-  Point Surface
-  CV Surface
-  Quad Patch
-  Tri Patch
-  Bones Ik Chain
-  Damper
-  Spring

Shapes



- Line
- Circle
- Arc
- NGon
- Text
- Section
- Rectangle
- Ellipse
- Donut
- Star
- Helix
- NURBS Point Curve
- NURBS CV Curve

Compounds



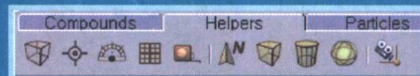
- Morph Compound Object
- Conform Compound Object
- ShapeMerge Compound Object
- Terrain Compound Object
- Scatter Compound Object
- Connect Compound Object
- Boolean Compound Object
- Loft Compound Object

Lights & Cameras



- Target Spot
- Free Spot
- Omni Light
- Directional Light
- Target Directional Light
- SunLight System
- Launch Light Include/Exclude
- Launch Light List
- Targeted Camera
- Free Camera

Helpers



- Dummy
- Point
- Protractor
- Grid
- Tape Measure
- Compass
- BoxGizmo
- CylGizmo
- SphereGizmo
- Camera Point

Particles



-  Spray Particle System
-  SuperSpray Particle System
-  PArray Particle System
-  Snow Particle System
-  Blizzard Particle System
-  PCloud Particle System
-  Gravity Space Warp
-  Wind Space Warp
-  Moter Space Warp
-  Pbomb Space Warp
-  Push Space Warp
-  Deflector Space Warp
-  POmniFlect Space Warp
-  SDeflector Space Warp
-  SOmniFlect Space Warp
-  UDeflector Space Warp
-  UOmniFlect Space Warp
-  Path Follow Space Warp

Space-Warps



-  Bend Space Warp
-  Taper Space Warp
-  Noise Space Warp
-  Twist Space Warp
-  Skew Space Warp
-  Stretch Space Warp
-  Bomb Space Warp
-  PBomb Space Warp
-  Ripple Space Warp
-  Wave Space Warp
-  Displace Space Warp
-  SpaceConform Space Warp
-  Gravity Space Warp
-  Wind Space Warp
-  Moter Space Warp
-  Push Space Warp
-  Deflector Space Warp
-  SDeflector Space Warp
-  UDeflector Space Warp
-  Path_Follow Space Warp
-  FFD(Box) Space Warp
-  FFD(Cyl) Space Warp

Modifiers



-  Bend
-  Taper
-  Skew
-  Twist
-  Stretch
-  Noise
-  Wave
-  Melt
-  Spherify
-  Ripple
-  FFDBox
-  FFDCyl
-  XForm
-  Flex



-  Morpher
-  Skin
-  Displace
-  Optimize
-  Smooth
-  Cap_Holes
-  Linked_Xform
-  Push
-  Vertex Paint
-  MeshSmooth
-  Volume_Select
-  Mesh_Select
-  Edit_Mesh
-  Edit_Patch
-  Edit_Spline
-  Spline_Select
-  NCurve_Set
-  Uvwmap
-  Unwrap_UVW
-  Material_ID

Modeling



Line



Circle Shape



Rectangle Shape



Edit_Spline



Loft Compound Object



Extrude



Lathe



Bevel



Bevel Profile



CrossSection



Surface



Quad Patch



Edit_Patch



Relax



Box



Cylinder



Sphere



Plane



Edit_Mesh



SkEdit_Selectin



Volume_Select



Face_Extrude



Affect_Region



Push



MeshSmooth



FFDBox



NURBS Point Curve



NURBS CV Curve



Point Surface

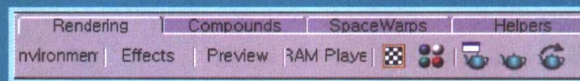


CV Surface



Isolate Tool

Rendering



Environment

Effects

Preview

RAM Player

Material/Map Browser

Material Editor

Render Scene

Quick Render

BRender Last

furniture Image



柜子 1



柜子 2



柜子 3



柜子 4



柜子 5



柜子 6



柜子 7



柜子 8



柜子 9



柜子 10



柜子 11

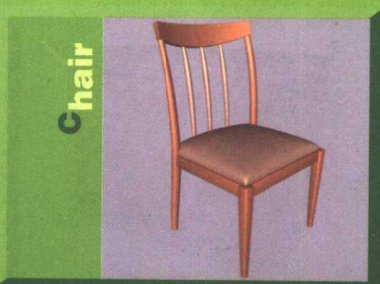


柜子 12

Chair Image



椅子 1



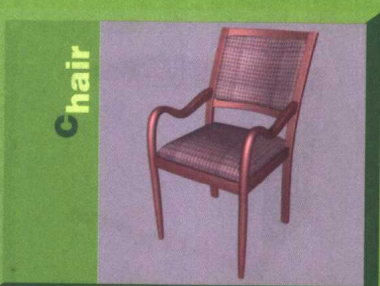
椅子 2



椅子 3



椅子 4



椅子 5



椅子 6



椅子 7



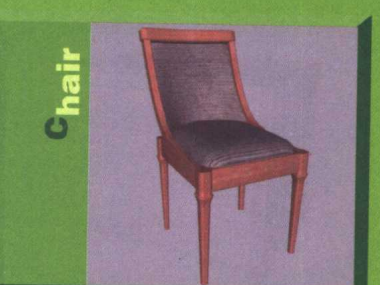
椅子 8



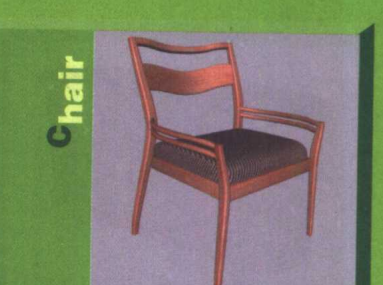
椅子 9



椅子 10



椅子 11



椅子 12

Material Image



Diffuse Color



Ambient Color



Specular Color



Specular Level



Glossiness



Self-Illumination



Opacity



Filter Color



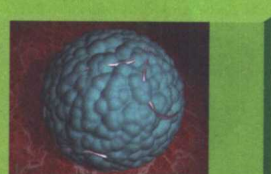
Bump



Reflection



Refraction

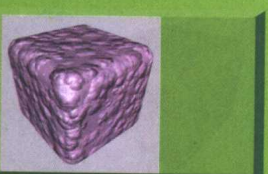


Displacement

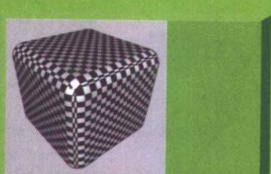
Various Map Image



Bitmap



Cellular



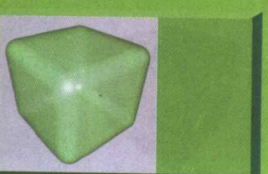
Checker



Composite



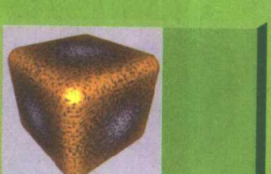
Dent



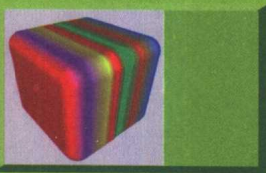
Falloff



Flat Mirror



Gradient



Gradient Ramp



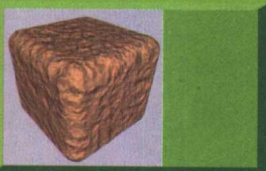
Marble



Mask



Mix



Noise



Output



Particle Age



Particle MBlur



Perlin Marble



Planet



Raytrace



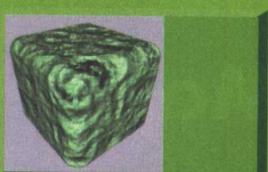
Reflect/Refract



RGB Multiply



RGB Tint



Smoke



Speckle



Splat



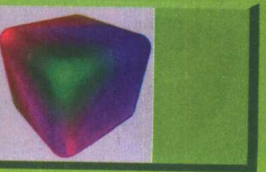
Stucco



Swirl



Thin Wall Refra.



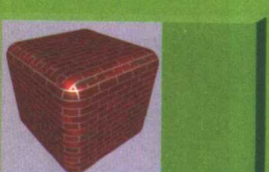
Vertex Color



Water



Wood



Bricks

The Tree Image

