

CONTENTS AT A GLANCE

PART 1 **WORKING WITH ARCHITECTURAL DRAWINGS**

- Chapter 1 Reading Architectural Drawings
- Chapter 2 Preparing AutoCAD Linework for 3ds Max

PART 2 **CREATING BUILDING ELEMENTS**

- Chapter 3 Creating Walls, Windows, & Doors (Part I)
- Chapter 4 Creating Walls, Windows, & Doors (Part II)
- Chapter 5 Creating Roofs
- Chapter 6 Creating Furniture

PART 3 **CREATING SITE ELEMENTS**

- Chapter 7 Creating 2D Sites
- Chapter 8 Creating 3D Sites
- Chapter 9 Creating Backgrounds
- Chapter 10 Creating Vegetation

PART 4 **MENTAL RAY**

- Chapter 11 Introduction to mental ray
- Chapter 12 Global Illumination
- Chapter 13 Lighting Strategies with mental ray
- Chapter 14 mental ray Materials

PART 5 **ADVANCED VISUALIZATION TECHNIQUES**

- Chapter 15 Unwrap UVW
- Chapter 16 Compositing
- Chapter 17 Photoshop Techniques for Visualization

CONTENTS AT A GLANCE

PART 6 **EFFICIENT 3D WORKFLOW**

Chapter 18 The Animation Process

Chapter 19 Managing System Resources

APPENDIXES

Appendix A Top 30 Production Tips

Appendix B Top 20 3D Vendors

Appendix C Top 20 Free 3D Resources

Appendix D Common 3D Mistakes

Appendix E Marketing Your Services

Appendix F Pricing Your Services

Appendix G The 3D Business Plan

Appendix H The Professional Services Agreement

Appendix I The 3D CAD Brief

Appendix J The 3D Presentation

Appendix K Quick Reference Guide to V-Ray Settings