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MAXScript is the built-in scripting language for 3ds Max. With MAXScript, you have the ability to: Script all aspects of 3ds Max use, such as modeling, animation, materials, rendering, and so on. Control 3ds Max interactively through a command-line shell window. Package scripts within custom utility panel rollouts or modeless windows, giving them a standard 3ds Max user interface. Build custom ...

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MAXScript is the built-in scripting language for Autodesk ® 3ds Max ®. For fast access to some often used topics, please follow the link below: Quick Navigation Main Index If you have used MAXScript in previous versions of the software,

MAXScript Introduction - Autodesk

Add to Collection When 3ds Max first starts, MAXScript searches for any startup script files, which it then automatically loads and runs. This feature is useful if you have function libraries you always use and want preloaded, or if you want to establish custom UI settings, define scripted plug-ins, or load scripted utility rollouts.

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The function getMaxFileVersionData() was originally introduced in 3ds Max 2013. It provides access the MAX scene file version including the version of 3ds Max that produced the file. by 3ds Max 2010 and higher. Please send us your comment about this page

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Write your own MAXScript functions and utilities to automate repetitive tasks and create custom tools and UI elements. Beginning with an introduction to essential programming concepts, you learn the MAXScript basics that include cloning objects, MAX commands, toolbar access, picking scene nodes, picking points, and using the mousetrack command and painter interface. Real-world tutorial examples are provided throughout the book to demonstrate how to use the MAXScript techniques in your own production environment.

Write your own MAXScript functions and utilities to create custom tools and UI elements, and automate repetitive tasks. Demonstrated techniques include the creation of objects, arrays, collections, control structures, parametric objects, and the construction of UI elements. The companion CD-ROM contains media files that allow you to practice the techniques with real-world examples demonstrating how you

can use then in a production environment. •The definitive introduction to MAXScript •Includes media files that allow you to practice with real-world examples

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.

Learning Autodesk 3ds Max XXXX Essentials is a superb end-to-end reference that provides users with complete info on all of the features and options available in the latest version of 3ds Max, so that users can learn how to use 3ds Max confidently in a production environment. Each chapter offers a series of lessons - which introduce the functional areas of Max and go over all associated features (with examples), and then a lab (which demonstrates a practical application of the lesson). Together, all of the lessons deliver a sound and complete approach to revealing the functions, features, and principles of 3ds Max XXXX. New Bonus section on MaxScript covering techniques for automating repetitive tasks and customizing 3ds Max to make you more productive. The DVD includes: Project Scene & support files, Free models & texture maps from Turbo Squid, NEW!! HIGH VALUE: Autodesk product Sketchbook Pro (for character development) valued at \$199.99 US.

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Kelly L. Murdock's Autodesk 3ds Max 2020 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. What is Autodesk 3ds Max? Autodesk 3ds Max is a popular 3D modeling, animation, rendering, and compositing software widely used by game developers and graphic designers in the film and television industry. What you'll learn Discover all the new features and changes in 3ds Max 2020 Learn how to reference, select, clone, group, link and transform objects Explore 3D modeling and how to apply materials and textures Set impressive scenes with backgrounds, cameras and lighting Master smart techniques for rendering, compositing and animating Create characters, add special effects, and finish with dynamic animations such as hair and cloth Get comfortable with key tools such as Track View, Quicksilver, mental ray®, Space Warps, MassFX and more Who this book is for This comprehensive reference guide not only serves as a reference for experienced users, but it also easily introduces beginners to this complex software. Packed with expert advice from popular author Kelly Murdock, it begins with a getting started section to get you up and running, then continues with more than 150 step-by-step tutorials, in depth coverage of advanced features, and plenty of tips and timesavers along the way. Section Videos Each section of the book has a corresponding video. In each video author Kelly Murdock gives a brief overview of the contents of that section in the book, and covers some of the basics from the chapters within that section.

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