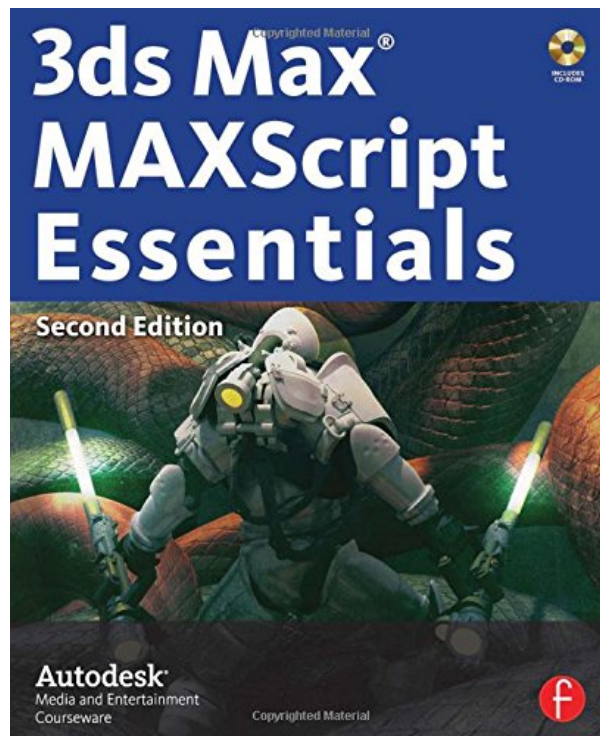
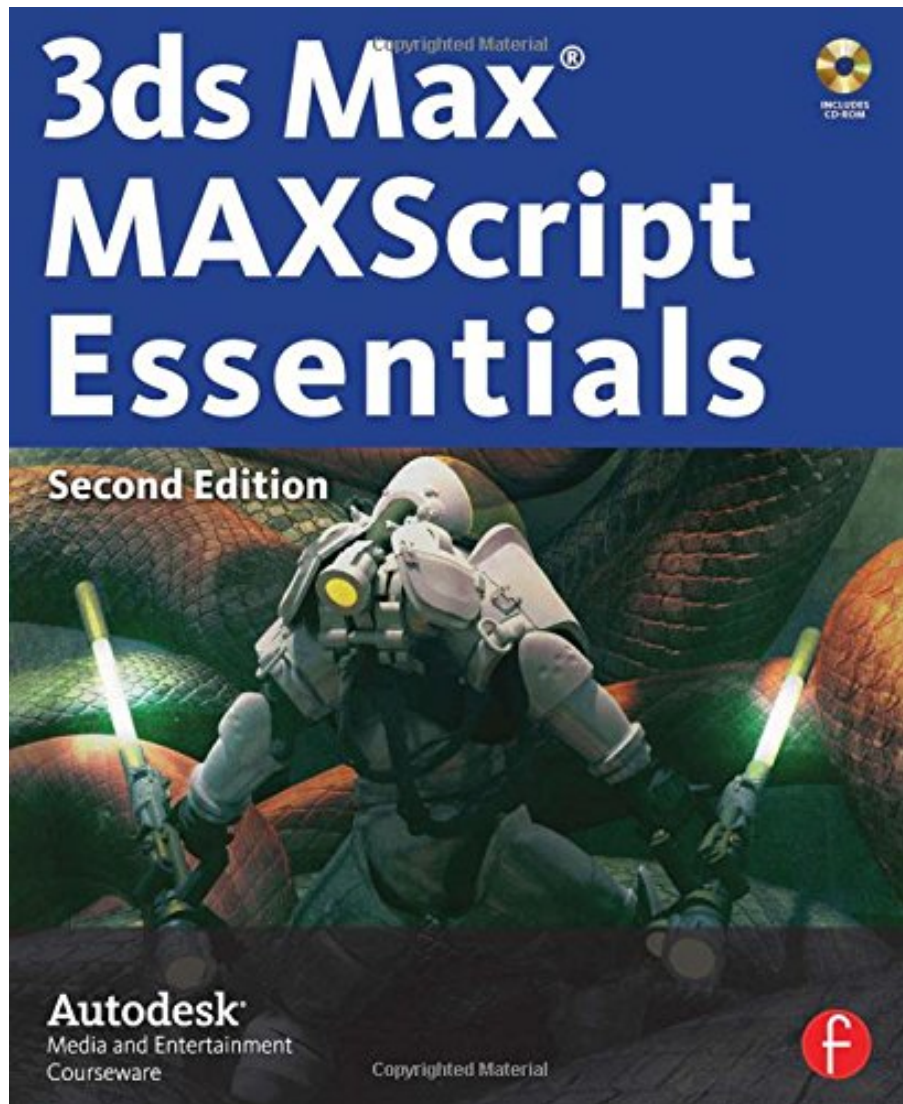


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Autodesk's Media and Entertainment division produces award-winning software tools designed for digital media creation, management and delivery across all disciplines: from film and television visual effects, color grading and editing to animation, game development, web/interactive, and design visualization. Autodesk Media and Entertainment is based in Montreal, Quebec, Canada.

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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.

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By Shawn Olson

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Within a week of reading the book I felt more comfortable with the MAX online documentation and was able to start my own project ([...]) that has already been featured by 3D industry sites.

The book isn't as advanced as I'd like and is low on reference material, but it good for examples. The major downer is that it hasn't been updated for the most recent versions of MAXScript. Since I use 3ds 2011, I wish it was a little up-to-date.

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