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3DMAX 2013 Crack Full Version is a professional 3D modeling, rendering and animation software that offers an optimal workspace for creating stunning 3D projects. Product Description: 3DMAX is a professional 3D modeling, rendering and animation software that offers an optimal workspace for creating stunning 3D projects. Modeling Tool - Modeling in any of the six object categories available in the Studio Tools toolbar leads to a live-updated wireframe display with polygon counts and dimensions. When you start to model, each click of the mouse adds a new element to your project, and you can edit and reposition these elements any time. Rendering Tool - Complete control over every rendering process lets you adjust lighting and materials in real time to achieve the perfect look. 3DMAX comes with lighting presets for common objects such as cars, furniture, people and more. When you're ready to render an animation sequence, 3DMAX supports Maya® software-based plug-ins to add such features as crowd dynamics capabilities for creating city scenes or making animated characters interact realistically with their environment. You can schedule renders from within 3DMAX or use your favorite third-party scheduling tool. Animation Tool - As you're working on your project, 3DMAX's interface and timeline allow you to easily animate your 3D elements using a variety of 2D and 3D animation techniques and tools. This innovative interface lets you adjust the parameters for any animation keyframe point, including position, rotation and scale. Previous keyframes can be edited or deleted, and existing animations can be saved as free-form sequences. 3DMAX also offers more than 50 built-in textures such as car paint schemes, particle effects, wood grain textures and more for convincing scene realism. You can also import colors from OmniGraffle® for creating custom texture palettes. 3DMAX's environment mapping feature lets you create realistic lighting using any combination of real-world objects, materials or textures. The environment mapping interface allows you to apply realistic lighting to your scene without the need to edit the original .3ds file. This tool also makes it easy to control both ambient and directional lighting with a single environment map by allowing you to adjust the relative luminance values of your modeled object, light source or camera position. You can even modify the color of the environment map by adjusting its RGB filter parameters. The UV Mapper interface makes it easy to edit the texture parameters in your .3ds file without affecting the original objects. In addition, 3DMAX supports advanced texture creation and editing features, such as seam creation and editing using the UV Mapper. Special effects have been simplified so you can add a variety of special effects for visual impact to your animation sequence. Flexible composite options in render layers let you adjust both opacity and edge blur for a wide range of creative possibilities in specified areas of your scene. Adjustable camera settings let you fine-tune the focus, depth of field and even camera tracking to create an optimal view of your scene.

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