



# The Macintosh 3D Handbook, Third Edition (Graphics Series)

*Craig Lyn, Ben Long*

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All the advances and capabilities found in Mac OS 8.5+ and the G3 and iMAC are covered in this updated and rewritten third edition of "The Macintosh 3D Handbook". The book provides complete coverage on how to utilize Macintosh software and hardware for creating professional, commercial quality graphics and animations. Many new chapters and techniques are covered including colour, character animation, and web output and formats. Beginners are shown all the techniques and tools needed to get started in the field of 3D design, and advanced, professional users should find relevant ideas and solutions to enhance their work. The text should prove an in-depth resource for 3D design on the Macintosh platform. Coverage spans from basics on what hardware and software to use, to lighting, special effects animation, rendering, modelling, and post-production, a new chapter on Colour Theory, and coverage of many more advanced techniques such as Radiosity, Illumination, and more. There is also coverage of Web output resolution and file formats for the Web including GIF, JPEG, and Animated GIF. The CD-ROM includes project files, demos, and all the files necessary to use the tutorials in the book.



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