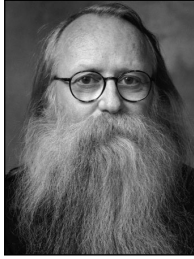


## About the Author



Currently, **Ted Boardman** is a traveling Discreet 3ds max and Autodesk 3D Studio VIZ training consultant. Ted is one of a handful of Authorized Discreet Training Specialists. Training sessions are custom classes designed to increase 3D modeling and animation productivity for a wide range of clients, from architecture, to aerospace, to television and computer gaming.

An integral part of Ted's training process is authoring and co-authoring books for New Riders Publishing on the production issues encountered in using 3ds max, including *3ds max 4 Fundamentals*, several books from the *Inside 3D Studio MAX* series, and *Inside 3D Studio VIZ 3*. Ted has contributed to several other books on the subject, as well as to Discreet advanced modules, and currently has a monthly column covering topics related to 3ds max at the <http://www.cgarchitect.com> web site.

Ted is an award-winning speaker at the annual Autodesk University symposium covering CAD and visualization topics and is founder of the Boston Area 3D Studio User Group.

Outside the 3D world, Ted has traveled, lived, and worked in Europe for many years, and for nearly 18 years ran a small architectural design/build firm that specialized in hand-cut Post and Beam structures. Long-distance bicycle travel and 28,000 miles of blue-water yacht deliveries served as a diversion from work for many years. Photography, painting, and opera are other interests.

Ted lives in Portsmouth, New Hampshire.