



3ds Max Projects: A Detailed Guide to Modeling, Texturing, Rigging, Animation and Lighting (Paperback)

By Matt Chandler, Pawel Podwojewski, Jahirul Amin

3dtotal Publishing, United Kingdom, 2014. Paperback. Book Condition: New. 295 x 208 mm. Language: English . Brand New Book. If you ve ever wanted to know more about modeling, texturing, rigging, animating, and lighting in Autodesk s 3ds Max, then this is the book for you. The tutorials in 3ds Max Projects deal with diverse topics including modeling characters and vehicles for beginners, character rigging, animation and topology, blending 3D and photography, and FX particles and dynamics. Written by top industry artists including the award-winning Matt Chandler and Pawel Podwojewski, 3ds Max Projects is designed to be a one-stop resource for those looking to create their own 3D masterpieces.



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Reviews

Extremely helpful for all class of folks. I really could comprehended almost everything using this written e publication. You will not feel monotony at at any time of the time (that's what catalogs are for about in the event you check with me).

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This publication is indeed gripping and intriguing. It is actually writter in basic terms and not difficult to understand. I am just pleased to explain how here is the greatest publication we have read through during my own lifestyle and could be he best pdf for at any time.

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