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3DS MAX PROJECTS: A DETAILED GUIDE TO MODELING, TEXTURING, RIGGING, ANIMATION AND LIGHTING

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...

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- Released at 2014

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