



Inside 3d Studio Max 2: Modeling and Materials

Ted Boardman, Jeremy Hubbell

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Modeling, the creation of a 3D object, in MAX rivals that of high-end \$30,000 SGI software packages. If users want to create anything in 3D, they have to begin by creating their models. This real-world tutorial takes readers beyond the basics of modeling and material creation to provide detailed information that cannot be found anywhere else. The book's exercises are supplemented by models and textures on the CD-ROM.

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