



Modeling Techniques with 3ds Max 2017 - The Ultimate Beginner's Guide, 2nd Edition

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The Modeling Techniques with 3ds Max 2017 - The Ultimate Beginner's Guide, 2nd Edition textbook offers a hands-on exercises based strategy for all those digital artists who have just started working on the 3ds Max [no experience needed] and interested in learning modeling in 3ds Max. This brilliant guide takes you step-by-step through the whole process of modeling. From the very first pages, the users of the book will learn how to effectively use 3ds Max for hard-surface modeling.

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