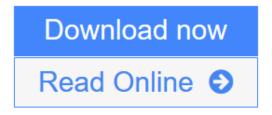


## Inside 3d Studio Max: Advanced Modeling and Materials (v. 2)

Steven D. Elliott, Joshua R. Andersen, Steve Burke, Philip L. Miller, Eric C. Peterson, Michael Todd Peterson



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This companion volume to Inside 3D Studio Max takes the reader beyond the intermediate functions of modelling and the Material Editor to provide more detailed information. It presents advanced animation techniques. The CD-ROM includes exercise files, materials, texture maps, and a VRML converter.



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