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INSIDE 3DS MAX X



New Riders Publishing, 2004. Softcover. Book Condition: Neu. Gebraucht - Sehr gut Unbenutzt. Schnelle Lieferung, Kartonverpackung. Abzugsfähige Rechnung. Bei Mehrfachbestellung werden die Versandkosten anteilig erstattet. - A focused and in-depth guide to increasing productivity with 3ds max X. The book offers concise explanations and examples of the new features, coverage of advance topics, such as camera matching, character rigging, rendering and compositing, and is a reference and tutorial in one. 955 pp. Englisch.

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- Authored by Steve Anzovin Sean Bonney
- Released at 2004



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