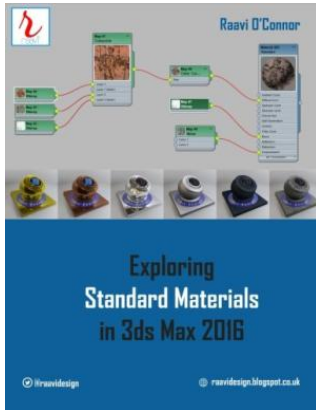


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EXPLORING STANDARD MATERIALS IN 3DS MAX 2016



Createspace Independent Publishing Platform, United States, 2015. Paperback. Book Condition: New. 279 x 216 mm. Language: English . Brand New Book ***** Print on Demand *****.This book is aimed at those digital artists who have just started working on 3ds Max 2016. In this book, we have covered standard materials as well as other related materials and standard maps. A better understanding of materials and maps gives you ability to add realism to your artwork. The concepts you will learn...

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- Authored by Raavi O Connor
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