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BEGINNER S GUIDE TO MODELING, SHADING, AND LIGHTING IN 3DS MAX 2016
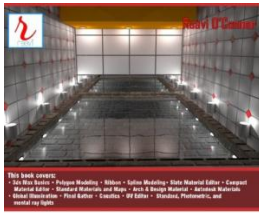
Createspace Independent Publishing Platform, United States, 2016. Paperback. Book Condition: New. 235 x 190 mm. Language: English . Brand New Book ***** Print on Demand *****.The Beginners Guide to Modeling, Shading, and Lighting in 3ds Max 2016 offers a hands-on exercises based strategy for all those digital artists [no experience required] who have just started working on the 3ds Max and interested in learning modeling, shading, texturing, and lighting in 3ds Max. This brilliant guide takes you step-by-step through the...

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- Authored by Raavi O Connor
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