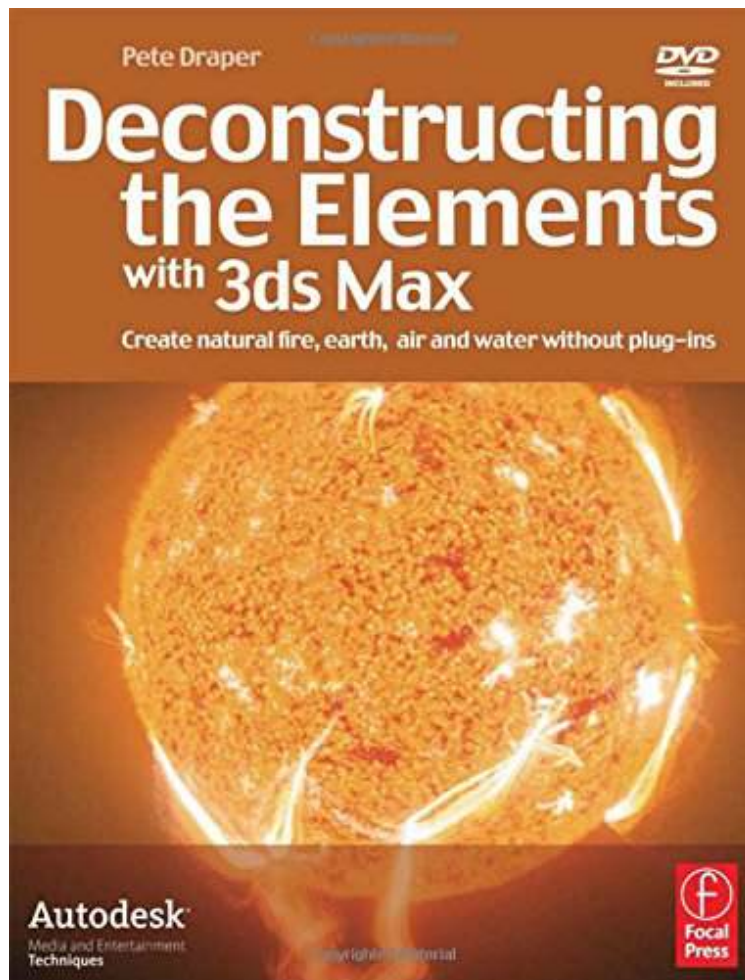


Deconstructing the Elements with 3ds Max: Create natural fire, earth, air and water without plug-ins

Deconstructing the Elements with 3ds Max: Create natural fire, earth, air and water without plug-ins

By Pete Draper



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