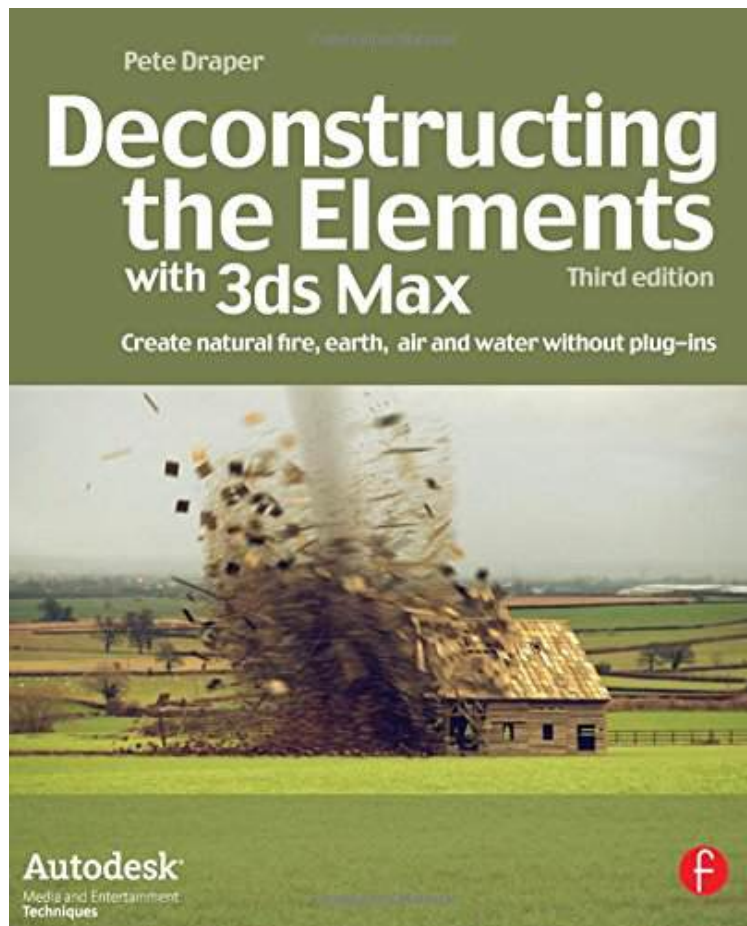


Deconstructing the Elements with 3ds Max: Create Natural Fire, Earth, Air and Water without Plug-ins

Deconstructing the Elements with 3ds Max: Create Natural Fire, Earth, Air and Water without Plug-ins

By Pete Draper



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