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than 3D Modeling Rendering Of the better tutorials it gets into the nitty gritty of setting up your materials your various render passes but there are only a few of them in there The lesser tutorials show you the settings for what they did and not really why they did it My main concern is that a The secrets to creating stunning landscapes are at your fingertips with Digital Mayhem 3D Landscapes Techniques Compiled by Duncan Evans launch Editor of 3D Artist Magazine Digital Mayhem features a variety of beautiful art from some of the finest digital artists working today Inspiration and technique meet here as you learn how to create every type of landscape from harsh desert savannahs to icy tundra Using a blend of showcase images About the Author Duncan Evans is a journalist author and photographer with a passion for 3D He was responsible for creating and launching 3D Artist a magazine dedicated to the art of 3D and the talented people who make it from enthusiasts to Hollywood studio

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