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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 Inspire your own creativity with Digital Mayhem 3D Machine Techniques Compiled by Duncan Evans founder of 3D Artist Magazine this book is the next installment of the Digital Mayhem series Explore page after page spectacular machine images created by the industry rsquo s top talent With over 500 stunning images Digital Mayhem 3D Machine Techniques is not your basic software manual It is where technique and inspiration meet About the Author Duncan Evans is a journalist author and photographer with a passion for 3D He is the founder and former editor of 3D Artist Magazine a leading UK magazine dedicated to the art of 3D and the talented people who make it from enthusiast

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