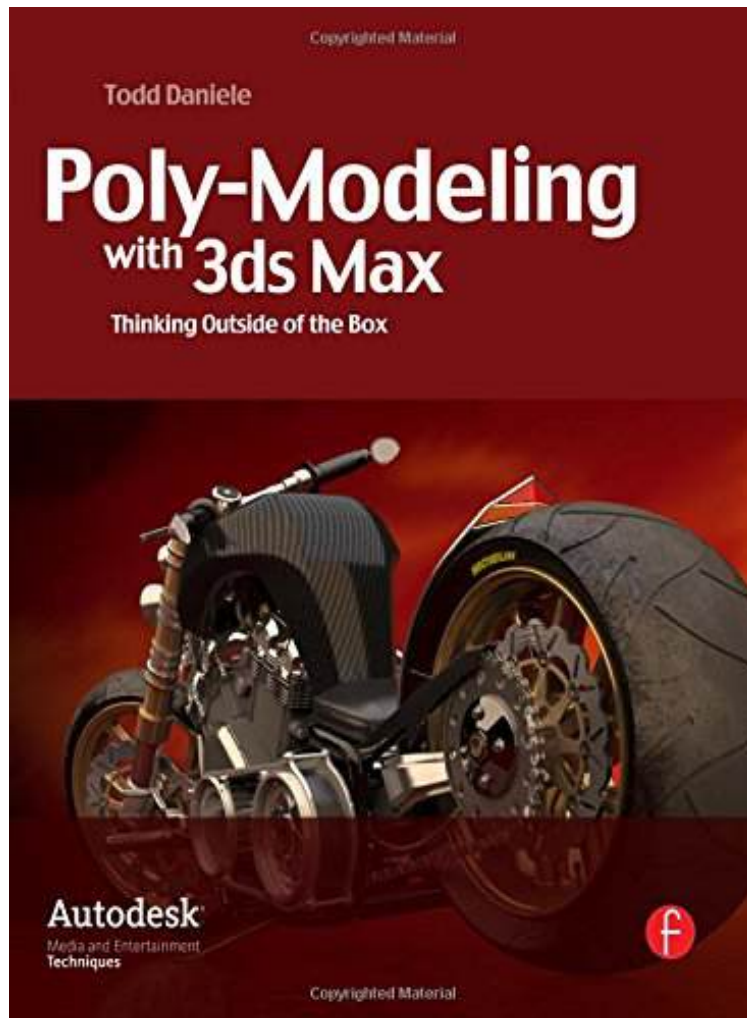


# Poly-Modeling with 3ds Max: Thinking Outside of the Box

*By Todd Daniele*



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