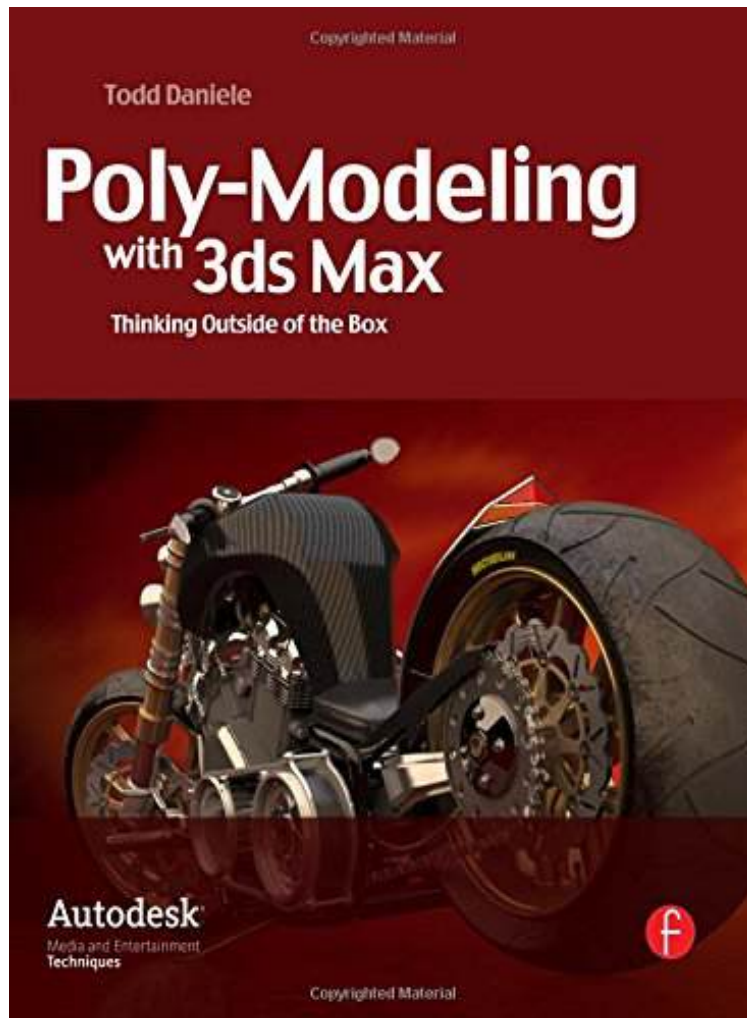


# Poly-Modeling with 3ds Max: Thinking Outside of the Box

*By Todd Daniele*



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solid modeling exercises Todd presents He starts off slow allowing you to build basic objects to get the feel for his technique Please understand this isn't a typical out of the technical d Learn how to create professional models for advertising on TV and the web Blending real world experience and the technical aspects of poly modeling this book shows how to ultimately create content in a dynamic efficient manner This collection of tips tricks and techniques will give you the freedom to determine the edge flow and overall mass of your models through this free form digital sculpting method The accompanying website offers instructional I consider myself a seasoned 3ds Max user but I have always struggled with poly modeling organic shapes inside 3ds Max nbsp Todd Daniele explained several of the missing links for me nbsp Without any hesitation I would highly recommend this book to

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