

Learning Autodesk 3ds Max 2010 Foundation for Games (Portuguese Edition)

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By Autodesk



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Learning 3ds Max 2010 Foundation for Games is the key to unlocking the power of Autodesk 3ds Max directly from the creators of one of the world's most powerful 3D animation and effects software products. Get hands-on experience with the innovative tools and powerful techniques available in the new version of 3ds Max through all new project-based lessons. Projects will include valuable game assets and examples. Topics will include modeling, animation, materials, and more.

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