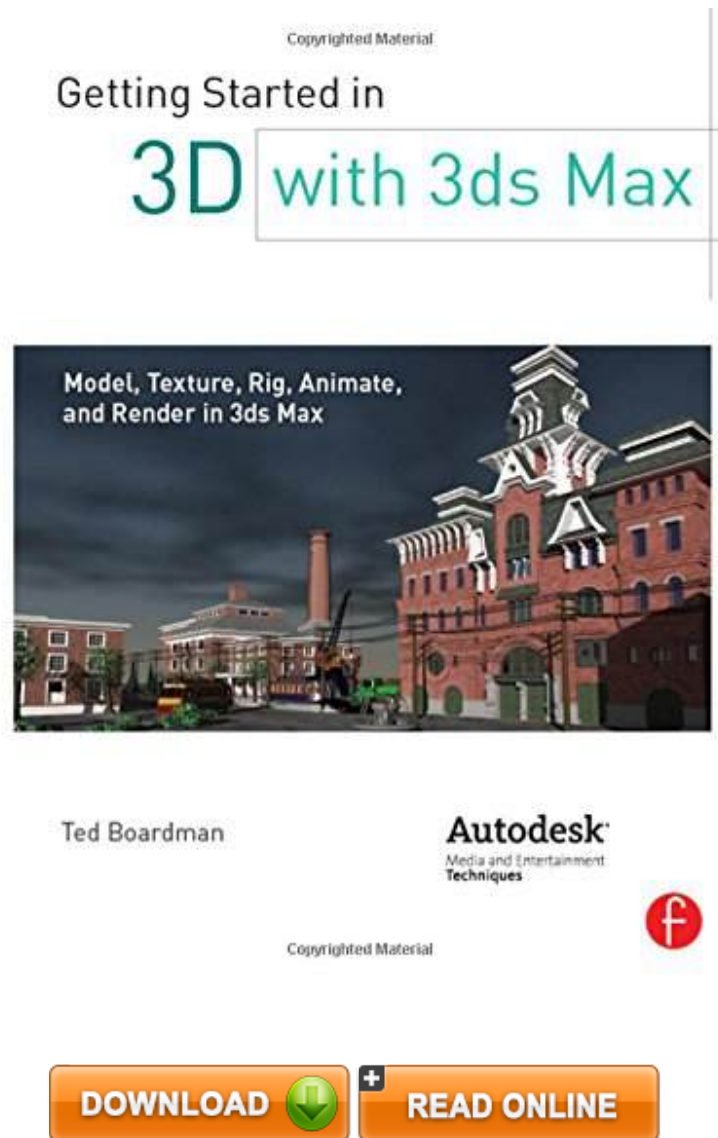


# Getting Started in 3D with 3ds Max: Model, Texture, Rig, Animate, and Render in 3ds Max

*By Ted Boardman*



| #3735773 in Books | Focal Press | 2013 | Original language: English | PDF # 1 | 9.50 x 1.10 x 7.40l,  
2.35 | File type: PDF | 520 pages  
| | File size: 31.Mb

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