

Exploring 3D Animation with 3Ds Max 8 (Graphic Design/Interactive Media)

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By Steven Till



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In his previous book author Steven Till introduced the core 3D concepts of object modeling texturing and rendering In this new companion book Till shows how to set things in motion moving beyond static models and renderings and bringing characters and objects to life Throughout the book a rich combination of text and illustrations shows how to execute concepts using Autodesk s widely used 3ds max animation program with the focus always on the art of animati

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