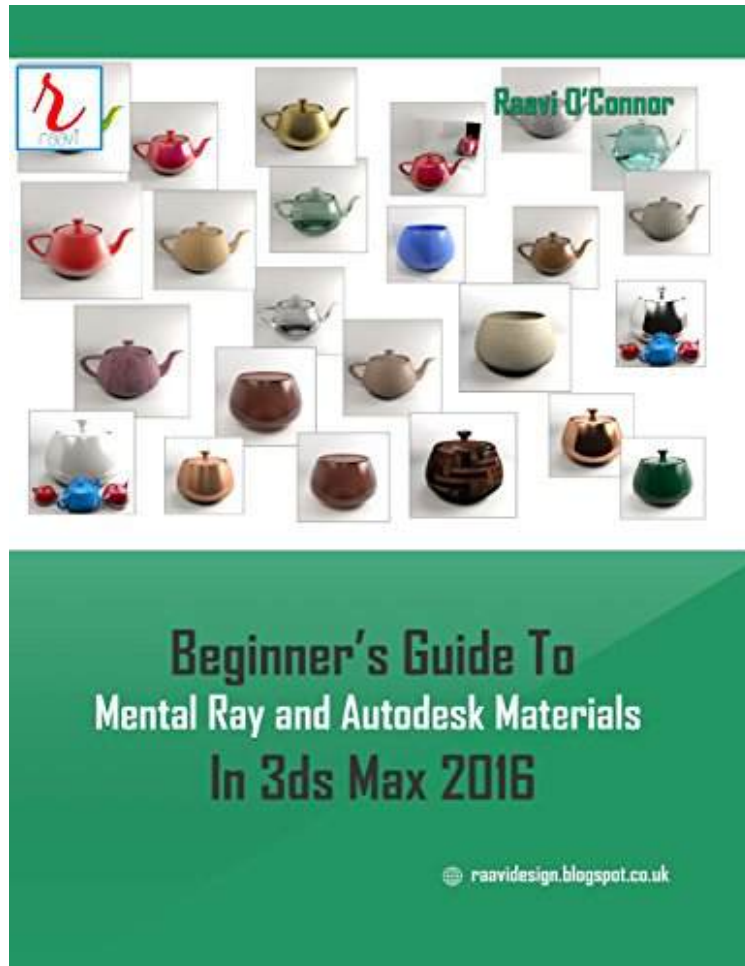


# Beginner's Guide To Mental Ray and Autodesk Materials In 3ds Max 2016

*By Raavi O'Connor*



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