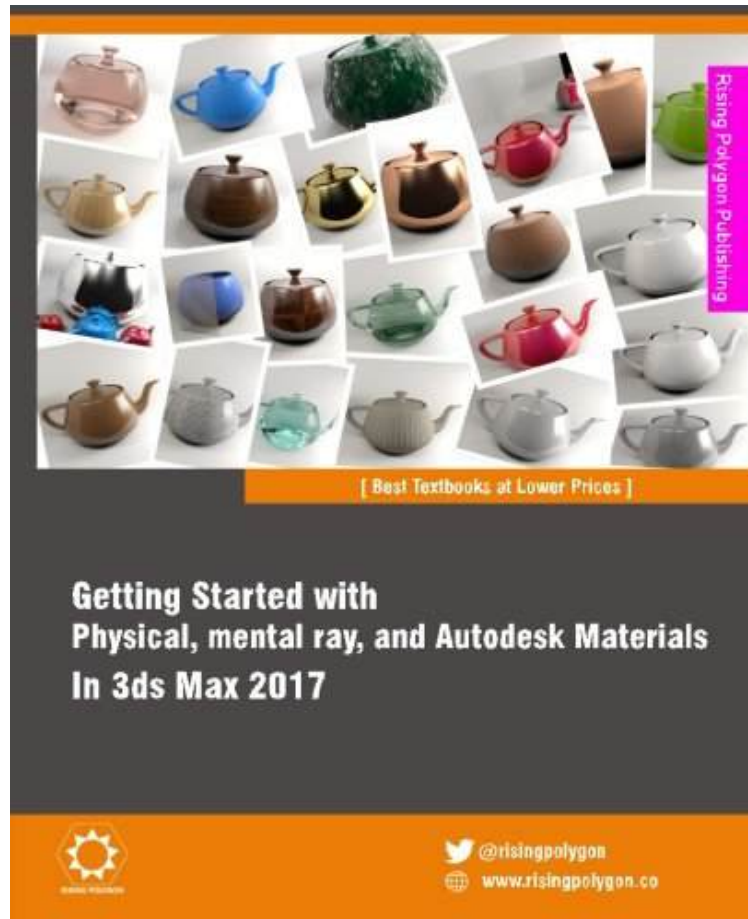


Getting Started with Physical, mental ray, and Autodesk Materials in 3ds Max 2017

By Rising Polygon



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