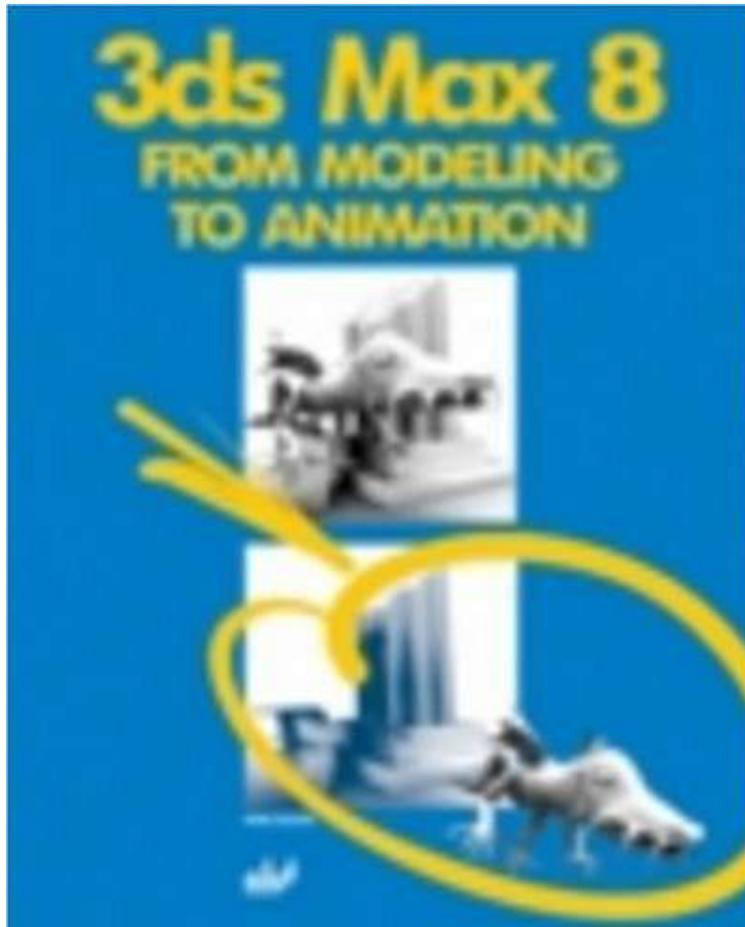


3ds max 8: From Modeling to Animation

By Boris Kulagin



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to the publishers website it states that the book is a Designers and animators will learn skills from modeling a still life scene to animating photorealistic and fantasy characters in a variety of organic and mechanical backgrounds in this resource guide to 3D animation Each lesson allows users not only to master the basic techniques of working with 3ds max but also to create a professional project Comments and tips at the end of each lesson advise on improving final products and avoiding common mistakes The CD ROM About the Author Boris Kulagin is a computer game developer and a 3D training consultant in the RealTime School He is the author of 3ds max 4 0 From Objects to Animation 3ds max 7 Animation with Character Studio 4 and Plug Ins and

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