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BEGINNER S GUIDE TO SHADING AND TEXTURING IN 3DS MAX 2016 (PAPERBACK)



Createspace Independent Publishing Platform, United States, 2015. Paperback. Condition: New. Language: English. Brand New Book ***** Print on Demand *****. The Beginner's Guide to Shading and Texturing in 3ds Max 2016 offers a hands-on exercises based strategy for all those digital artists who have just started working on the 3ds Max and interested in learning shading and texturing in 3ds Max. This brilliant guide takes you step-by-step through the whole process of shading and texturing. In this book, the...

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- Authored by Raavi O Connor
- Released at 2015



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