



3ds Max Projects: A Detailed Guide to Modeling, Texturing, Rigging, Animation and Lighting

Matt Chandler, Pawel Podwojewski, Jahirul Amin, Fernando Herrera

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If you've ever wanted to know more about modeling, texturing, rigging, animating, and lighting in Autodesk's 3ds Max, then this is the book for you. The tutorials in *3ds Max Projects* deal with diverse topics including modeling characters and vehicles for beginners, character rigging, animation and topology, blending 3D and photography, and FX particles and dynamics. Written by top industry artists including the award-winning Matt Chandler and Pawel Podwojewski, *3ds Max Projects* is designed to be a one-stop resource for those looking to create their own 3D masterpieces.

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