Poly-Modeling with 3ds Max: Thinking Outside of the Box

Todd Daniele

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Learn how to create professional models for advertising on TV and the web. Blending real-world experience and the technical aspects of poly-modeling, this book shows how to ultimately create content in a dynamic, efficient manner.

This collection of tips, tricks and techniques will give you the freedom to determine the edge flow and overall mass of your models through this free-form digital sculpting method. The accompanying website offers instructional files that show the models in progressive stages of development. In addition there is a free user forum for interactive feedback and information.

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