Inside 3d Studio, Release 4/Book and Cd Rom

Steven D. Elliott, Phillip L. Miller, Alan Devore, Tim Forcade

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This book is a start-to-finish tutorial and production guide to creating professional-quality animation with 3D Studio.

-- Includes a 16-page, full-color insert of illustrations showing what can be done with 3D Studio

-- Features tips, tricks, and techniques from recognized animation experts

-- Teaches users how to enhance, clarify, and add realism to animation

-- CD-ROM contains over 200M of exclusive software-meshes and utilities, as well as texture and bump maps

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