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model of King Kong: 3ds Max modeling of high-precision combat techniques

By ZHANG RONG HU

paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment. Pages Number: 397 Publisher: Beijing Publishing House Kehai electronic Pub. Date: 2009 -09. 3ds Max modeling of high-precision combat techniques. focusing on 3ds Max modeling. detailed about how to use 3ds Max to create a detailed model of industrial grade. Analyze the text. explained in 3ds Max modeling applied to a variety of ways in different modeling methods constantly refining. screening. modeling the characteristics of each carefully summarize. organize. and properly applied sophisticated modeling industry. and ultimately teach the reader how to create a business model of high-precision level. 3ds Max modeling of high-precision combat techniques is divided into 3 parts. The first part of Chapter 1 and 2. mainly on the basics of modeling. including a variety of common compound objects and modify the device s use. The second part is divided into chapters 3 and 4. focusing on polygon modeling to explain the system. Chapter 3 of the Editable Poly commands all the tools a complete description; Chapter 4 starting from the principle of polygon modeling. the reader shows the polygonal modeling and some of the most...



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