



3D Studio MAX Plug-Ins Guide: Create Killer Graphics Images and Animations with 3D Studio MAX Plug-Ins

Stephanie Reese, Andrew Reese

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Features 32 pages of glossy, full-color images generated with MAX plug-ins. Gives tips and tricks for using some of the best and most popular plug-ins. Teaches graphics effects including mesh painting, metaballs, particle techniques, dynamic animation, and much more. Provides step-by-step techniques for creating plug-ins from Tom Hudson, one of the principal authors of 3D Studio MAX. Includes information on creating your own plug-ins in C++, available nowhere else.



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