



# Principles Modelling & Rendering Using 3D Studio

*Brian Adams, Stuart Mealing, Martin Woolner*

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**Principles Modelling & Rendering Using 3D Studio** Brian Adams, Stuart Mealing, Martin Woolner  
This text provides the reader with an understanding of the workings of 3D computer modelling, rendering and animation. It presents an overview of the 3D Studio application and then works through case studies which illustrate its use.

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