

3ds Max 2009 Tutorials For Beginners

Prof. Sham Tickoo

Introducing 3ds Max 9 Dariush Derakhshani, Randi L. Derakhshani, 2011-01-11 Video game and feature-film artists have used 3ds Max to create Halo 2, King Kong, Myst V, and more. Now you can harness this popular animation software with the clear, step-by-step instructions in this easy-to-follow guide. This book breaks down the complexities of 3D modeling, texturing, animating, and visual effects. Clear-cut explanations, tutorials, and hands-on projects help build your skills and a special color insert includes real-world examples from talented 3ds Max beginners. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

3ds Max 9 Bible Kelly L. Murdock, 2007-01-30 This text provides a comprehensive guide to 3ds Max. It is packed with expert advice and includes step-by-step tutorials.

Autodesk 3ds Max 2022 for Beginners: A Tutorial Approach, 22nd Edition Prof. Sham Tickoo, 2022-01-25 Autodesk 3ds Max 2022 for Beginners: A Tutorial Approach is a tutorial-based book that introduces the readers to the features of 3ds Max 2022 such as modeling, texturing, lighting, Animation, and Arnold rendering in an effective and simple manner. In this edition, the readers will be able to learn about the Smart Extrude concept introduced in 3ds Max 2022. This book will help readers unleash their creativity and help them create simple 3D models and animations. The book will help the learners transform their imagination into reality with ease. Salient Features Consists of 17 chapters and 5 real-world projects that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, rendering, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, rendering, and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation test, Review Questions, and exercises are given at the end of each chapter so that the users can assess their knowledge. Student project has been given at the end of this book to test and enhance the skills of students. Table of Contents Chapter 1: Introduction to Autodesk 3ds Max 2022 Chapter 2: Primitive Objects - I Chapter 3: Primitive Objects - II Chapter 4: Working with Splines - I Chapter 5: Working with Splines - II Chapter 6: Lofting, Twisting, and Deforming Objects Chapter 7: Material Editor: Creating Materials Chapter 8: Material Editor - Texture Maps - I Chapter 9: Material Editor - Texture Maps - II Chapter 10: Material Editor: Controlling Texture Maps Chapter 11: Material Editor: Miscellaneous

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3ds Max 2009 Bible Kelly L. Murdock, 2008-11-10 The only comprehensive reference-tutorial on 3ds Max available, this book is everyone's favorite. Whether you're a beginner looking for 3D basics or a full-fledged animator seeking new ways to dazzle viewers with your creations, it's all here. You'll find pages of professional tips, loads of advice, and more than 150 step-by-step tutorials guaranteed to build your skills and spark your creativity. A 16-page color insert highlights cutting-edge work from 3D artists. A valuable companion DVD provides all the examples and content from the book, including unique models and textures you can customize on your own, and a searchable, full-color version of the book. 3ds Max 2009 Bible covers both 3ds Max 2009 and 3ds Max 2009 Design and covers: Navigating the viewports with the ViewCube, SteeringWheels, and other ways. Creating realistic materials with new ProMaterials. Using Spline Mapping to improve texture mapping over irregular shaped objects. Blending multiple texture maps together with the new Composite Map. Creating architectural walkthroughs with the Walkthrough Assistant. Don't miss out on the newest version of this bestselling resource!

Autodesk 3ds Max 2020 for Beginners: A Tutorial Approach, 20th Edition Prof. Sham Tickoo, 2020-01-21 Autodesk 3ds Max 2020 for Beginners: A Tutorial Approach is a tutorial-based book that introduces the readers to the features of 3ds Max 2020 such as modeling, texturing, lighting, animation, and rendering in an effective and simple manner. In this edition, the readers will also learn about arnold materials, lights, and rendering. Also, some new and enhanced features of 3ds Max 2020 such as Chamfer Modifier and OSL map are covered in this edition. Salient Features Consists of 17 chapters and 5 real world projects that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, rendering, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, rendering, and animation. Self-Evaluation test, Review Questions, and exercises are given at the end of each chapter so that the users can assess their knowledge. Student project has been given at the end of this book to test and enhance the skills of students. Table of Contents Chapter 1: Introduction to Autodesk 3ds Max 2020 Chapter 2: Primitive Objects - I (Enhanced) Chapter 3: Primitive Objects - II(Enhanced) Chapter 4: Working with Splines - I (Enhanced) Chapter 5: Working with Splines - II Chapter 6: Lofting, Twisting, and Deforming Objects Chapter 7: Material Editor: Creating Materials Chapter 8: Material Editor - Texture Maps - I Chapter 9: Material Editor - Texture Maps - II Chapter 10: Material Editor: Controlling Texture Maps Chapter 11: Material Editor: Miscellaneous Materials (Enhanced) Chapter 12: Interior Lighting - I Chapter 13: Interior Lighting - II Chapter 14: Animation Basics (Enhanced) Chapter 15: Complex Animation (Enhanced) Chapter 16: Arnold

Materials, Lights, and Rendering (New) Chapter 17: Creating Walkthrough Project 1: Creating a Windmill Project 2: Creating a Diner Project 3: Architectural Project Project 4: Corporate Design Project Project 5: Creating a Computer Center Index
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3DS MAX 2011 BIBLE (With CD) Kelly L. Murdock,2010-09-01 Market_Desc: At a retail price of \$3,495 (\$795 upgrade), 3ds Max is not a program for computer novices. It is a complex application that can take artists years to thoroughly master. The 3ds Max Bible has been very popular reference/tutorial for those just beginning to work with 3D animation. This book is well suited for educational sales where they teach courses using 3ds Max. Special Features: · Previous Editions sales: 3ds Max 2010 Bible (2,348 net; Pub date 7/09), 3ds Max 2009 Bible (7,712 net; Pub date 7/08), 3ds Max 2008 Bible (5,043 net; Pub date 12/07), 3ds Max 9 Bible (15,210 net), 3ds Max 8 Bible (10,771 net), 3ds Max 7 Bible (13,364 net), 3ds Max 6 Bible (14,617 net), 3ds Max 5 Bible (13,442 net), 3ds Max 4 Bible (14,904 net), 3d Studio Max R3 (19,748 net).· 3ds Max really shines in the red-hot video gaming market. It is used to create 80 percent of commercially available games, including games for platforms such as Microsoft's Xbox 360, Sony's PlayStation 3, and Nintendo's Wii.· A Quick Start tutorial shows beginners how to complete an exciting animation their very first day, while exposing them to the newest features of the software.· A 16-page full-color insert shows examples of cutting-edge 3ds Max art.· A valuable companion DVD includes all the examples and content from the book, including unique models and textures that readers can customize on their own. About The Book: 3ds Max 2011 Bible is the only comprehensive reference-tutorial on 3ds Max, making it a favorite of all users, from beginners to pros. If 3ds Max novices are itching to actually create something immediately, the Quick Start project in Part 1 is just for them. If experienced Max users can't wait to check out the new software features the details are readily available. This bestseller is packed with expert advice, timesaving tips, and more than 150 step-by-step tutorials. A 16-page color insert highlights work by various cutting-edge 3D artists. A valuable companion DVD includes all the examples and content from the book, including unique models and textures that readers can customize on their own.

Autodesk 3ds Max 2018 for Beginners: A Tutorial Approach, 18th Edition Prof. Sham Tickoo,2017-08-01 Welcome to the world of Autodesk 3ds Max, a 3D modeling, animation, and rendering software package developed by Autodesk Inc. It is widely used by architects, game developers, design visualization specialists, and visual effects artists. A wide range of modeling and texturing tools make it an ideal platform for 3D modelers and animators. The intuitive user interface and workflow tools of Autodesk 3ds Max have made the job of design visualization specialists easier. Autodesk 3ds Max 2018 for

Beginners: A Tutorial Approach is a tutorial-based book that introduces the readers to the basic features of 3ds Max 2018 created on real world model through tutorials. The book caters to the needs of both the novice and the advanced users of the software. This book will help you unleash your creativity and help you create simple and complete 3D models and animations. The book will help the learners transform their imagination into reality with ease. Salient Features Consists of 17 chapters and 5 real world based projects that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation test, Review Questions are given at the end of each chapter so that the users can assess their knowledge. Student project has been given at the end of this book to test and enhance the skills of students. Table of Contents Chapter 1: Introduction to Autodesk 3ds Max 2018 Chapter 2: Primitive Objects - I Chapter 3: Primitive Objects - II Chapter 4: Working with Splines - I Chapter 5: Working with Splines - II Chapter 6: Lofting, Twisting, and Deforming Objects Chapter 7: Material Editor: Creating Materials Chapter 8: Material Editor: Texture Maps-I Chapter 9: Material Editor: Texture Maps-II Chapter 10: Material Editor: Controlling Texture Maps Chapter 11: Material Editor: Miscellaneous Materials Chapter 12: Interior Lighting-I Chapter 13: Interior Lighting-II Chapter 14: Animation Basics Chapter 15: Complex Animation Chapter 16: Rendering Chapter 17: Creating Walkthrough Project 1: Creating a Windmill Project 2: Creating a Diner Project 3: Architectural Project Project 4: Corporate Design Project Project 5: Creating a Computer Center Index

Autodesk 3ds Max 2019 for Beginners: A Tutorial Approach, 19th Edition Prof. Sham Tickoo, Welcome to the world of Autodesk 3ds Max, a 3D modeling, animation, and rendering software package developed by Autodesk Inc. It is widely used by architects, game developers, design visualization specialists, and visual effects artists. A wide range of modeling and texturing tools make it an ideal platform for 3D modelers and animators. The intuitive user interface and workflow tools of Autodesk 3ds Max have made the job of design visualization specialists easier. Autodesk 3ds Max 2019 for Beginners: A Tutorial Approach is a tutorial-based book that introduces the readers to the basic features of 3ds Max 2019 created on real world model through tutorials. The book caters to the needs of both the novice and the advanced users of the software. This book will help you unleash your creativity and help you create simple and complete 3D models and animations. Salient Features: Consists of 17 chapters and 5 real world based projects that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, rendering, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, rendering, and animation. Self-Evaluation test and Review Questions are given at the end of each chapter so that the users can assess their knowledge. Student project has

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Introducing 3ds Max 9 Dariush Derakhshani, Randi Munn, Jon McFarland, 2007 Video game and feature-film artists have used 3ds Max to create Halo 2, King Kong, Myst V, and more. Now you can harness this popular animation software with the clear, step-by-step instructions in this easy-to-follow guide. This book breaks down the complexities of 3D modeling, texturing, animating, and visual effects. Clear-cut explanations, tutorials, and hands-on projects help build your skills and a special color insert includes real-world examples from talented 3ds Max beginners. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Autodesk 3ds Max 2024 for Beginners: A Tutorial Approach, 24th Edition Prof. Sham Tickoo, 2024-02-02 Autodesk 3ds Max 2024 for Beginners: A Tutorial Approach is a tutorial-based book that introduces the readers to the features of 3ds Max 2024 such as modeling, texturing, lighting, Animation, and Arnold rendering in an effective and simple manner. This book will help readers unleash their creativity and help them create simple 3D models and animations. The book will help the learners transform their imagination into reality with ease. Salient Features Consists of 17 chapters and 5 real world projects that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, rendering, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, rendering, and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation test, Review Questions, and exercises are given at the end of each chapter so that the users can assess their knowledge. Student project has been given at the end of this book to test and enhance the skills of students. Table of Contents Chapter 1: Introduction to Autodesk 3ds Max 2024 Chapter 2: Primitive Objects - I Chapter 3: Primitive Objects - II (Enhanced) Chapter 4: Working with Splines - I Chapter 5: Working with Splines - II Chapter 6: Lofting, Twisting, and Deforming Objects Chapter 7: Material Editor: Creating Materials Chapter 8: Material Editor - Texture Maps - I Chapter 9: Material Editor - Texture Maps - II Chapter 10: Material Editor: Controlling Texture Maps Chapter 11: Material Editor: Miscellaneous Materials Chapter 12: Interior Lighting - I Chapter 13: Interior Lighting - II Chapter 14: Animation

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Autodesk 3ds Max 2023 for Beginners: A Tutorial Approach, 23rd Edition Prof. Sham Tickoo, 2023-04-23 Autodesk 3ds Max 2023 for Beginners: A Tutorial Approach is a tutorial-based book that introduces the readers to the features of 3ds Max 2023 such as modeling, texturing, lighting, Animation, and Arnold rendering in an effective and simple manner. This book will help readers unleash their creativity and help them create simple 3D models and animations. The book will help the learners transform their imagination into reality with ease. Salient Features Consists of 17 chapters and 5 real-world projects that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, rendering, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, rendering, and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation tests, Review Questions, and exercises are given at the end of each chapter so that the users can assess their knowledge. A student project has been given at the end of this book to test and enhance the skills of students. Download Resources Table of Contents Chapter 1: Introduction to Autodesk 3ds Max 2023 (Enhanced) Chapter 2: Primitive Objects - I Chapter 3: Primitive Objects - II Chapter 4: Working with Splines - I Chapter 5: Working with Splines - II Chapter 6: Lofting, Twisting, and Deforming Objects Chapter 7: Material Editor: Creating Materials Chapter 8: Material Editor - Texture Maps - I Chapter 9: Material Editor - Texture Maps - II Chapter 10: Material Editor: Controlling Texture Maps Chapter 11: Material Editor: Miscellaneous Materials Chapter 12: Interior Lighting - I Chapter 13: Interior Lighting - II Chapter 14: Animation Basics Chapter 15: Complex Animation Chapter 16: Arnold Materials, Lights, and Rendering Chapter 17: Creating Walkthrough Project 1: Creating a Windmill Project 2: Creating a Diner Project 3: Architectural Project Project 4: Corporate Design Project Project 5: Creating a Computer Center Index

Autodesk 3ds Max 2025 Basics Guide Kelly Murdock, • Takes a beginner-friendly approach that assumes no prior knowledge of Autodesk 3ds Max • Uses clear, easy-to-follow tutorials with accompanying video instruction to enhance your learning experience • Detailed lessons progress from basic functions to advanced techniques • Real-world examples help you apply your skills in a professional setting • Includes coverage of the newest features and improvements to Autodesk 3ds Max 2025 Discover the world of 3D Modeling and animation with Autodesk 3ds Max 2025 Basics Guide, a comprehensive and user-friendly guide designed for beginners and professionals alike. Authored by renowned 3D artist Kelly L. Murdock, this essential handbook incorporates an array of easy-to-follow tutorials, covering everything from interface navigation to advanced lighting techniques. Whether you're a complete novice or a seasoned professional looking to expand your skills, this

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Kelly L. Murdock's Autodesk 3ds Max 2021 Complete Reference Guide Kelly Murdock, 2020-08 Kelly L. Murdock's Autodesk 3ds Max 2021 Complete Reference Guide is a popular book among users new to 3ds Max and is used extensively in schools around the globe. The success of this book is found in its simple easy-to-understand explanations coupled with its even easier to follow tutorials. The tutorials are laser focused on a specific topic without any extra material, making it simple to grasp difficult concepts. The book also covers all aspects of the software, making it a valuable reference for users of all levels. The Complete Reference Guide is the ultimate book on 3ds Max, and like Autodesk's 3D animation software, it just gets better and better with each release. Whether you're new to 3ds Max or an experienced user, you'll find everything you need in this complete resource. The book kicks off with a getting started section, so beginners can jump in and begin working with 3ds Max right away. Experienced 3ds Max users will appreciate advanced coverage of features like crowd simulation, particle systems, radiosity, MAXScript and more. Over 150 tutorials - complete with before and after files - help users at all levels build real world skills.

3ds Max 2012 Bible Kelly L. Murdock,2011-07-13 Updated version of the bestselling 3ds Max book on the market 3ds Max 2012 Bible is one of the most popular 3ds Max how-tos on the market. If you're a beginner just itching to create something right away, the Quick Start project in Part 1 is for you. If you're an experienced user checking out 3ds Max 2012's latest and greatest features, you'll love the fact that the 3ds Max 2012 Bible continues to be the most comprehensive reference on this highly complex application. Find out what's new, what's tried and true, and how creative you can get using the tips, tricks, and techniques in this must-have guide. Don't miss the 16-page color insert with examples from cutting-edge 3D artists, as well as the DVD packed with all kinds of extras. Loaded with expert advice, timesaving tips, and more than 150 step-by-step tutorials Highlights the work of some of today's most cutting-edge 3D artists in a 16-page color insert Includes a companion DVD with all examples from the book, including unique models and texture that you can customize DVD also features 500 pages of extra content from previous editions of the 3ds Max Bible, including a set of Quick Start tutorials If you want to gain 3ds Max 2012 skills, whether you're just beginning or not, this is the book you need to succeed.

Deconstructing the Elements with 3ds Max Pete Draper,2008 Create stunning and realistic effects in 3ds Max 2009 without any additional plug-ins! New companion website includes all of Pete Draper's tutorials from all three editions of this best-selling book. Learn to make your 3D effects more realistic and dazzling with the all new 3ds Max tutorials provided in this book. Create convincing simulations of fireballs, galaxies, diving bubbles, and even the surface of Mars by following Pete's clear step-by-step directions and explanations of not only what steps to take but how to avoid any perilous pitfalls along the way.--BOOK JACKET.

Autodesk 3ds Max 2021: A Comprehensive Guide, 21st Edition Prof. Sham Tickoo,2020-09-04 Autodesk 3ds Max 2021: A Comprehensive Guide aims at harnessing the power of Autodesk 3ds Max for modelers, animators, and designers. The book caters to the needs of both the novice and the advanced users of 3ds Max. Keeping in view the varied requirements of the users, the textbook first introduces the basic features of 3ds Max 2021 and then gradually progresses to cover the advanced 3D models and animations. In this textbook, one project which is based on the tools and concepts covered in the text has been added to enhance the knowledge of the users. Additionally, in this edition, the readers will be able to learn about some new and enhanced features of 3ds Max 2020 such as Compound Shapes and Chamfer Modifier. This book will help you unleash your creativity, thus helping you create stunning 3D models and animations. Salient Features Consists of 18 chapters and 1 project that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Additional information throughout the book in the form of notes and tips. Self-Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge. Table of

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Autodesk 3ds Max 2020: A Comprehensive Guide, 20th Edition Prof. Sham Tickoo, 2019 Autodesk 3ds Max 2020: A Comprehensive Guide book aims at harnessing the power of Autodesk 3ds Max for modelers, animators, and designers. The book caters to the needs of both the novice and the advanced users of 3ds Max. Keeping in view the varied requirements of the users, the book first introduces the basic features of 3ds Max 2020 and then gradually progresses to cover the advanced 3D models and animations. In this book, one project which is based on the tools and concepts covered in the text has been added to enhance the knowledge of the users. Additionally, in this edition, the readers will be able to learn about some new and enhanced features of 3ds Max 2020 such as Compound Shapes and Chamfer Modifier. Salient Features: Consists of 18 chapters and 1 project that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Additional information throughout the book in the form of notes and tips. Self-Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge. Table of Contents Chapter 1: Introduction to Autodesk 3ds Max 2020 Chapter 2: Standard Primitives Chapter 3: Extended Primitives Chapter 4: Working with Architectural Objects Chapter 5: Splines and Extended Splines Chapter 6: Modifying Splines Chapter 7: Materials and Maps Chapter 8: Modifying 3D Mesh Objects Chapter 9: Graphite Modeling Technique Chapter 10: Compound Objects Chapter 11: Modifiers Chapter 12: Lights and Rendering Chapter 13: Animation Basics Chapter 14: Rigid Body Dynamics and Helpers Chapter 15: NURBS Modeling * Chapter 16: Systems, Hierarchy, and Kinematics * Chapter 17: Particle Systems and Space Warps-I * Chapter 18: Particle Systems and Space Warps-II * Project 1:

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[Autodesk 3ds Max 2022: A Comprehensive Guide, 22nd Edition](#) Prof. Sham Tickoo, 2021-11-09 Autodesk 3ds Max 2022: A Comprehensive Guide book aims at harnessing the power of Autodesk 3ds Max for modelers, animators, and designers. The book caters to the needs of both the novice and the advanced users of 3ds Max. Keeping in view the varied requirements of the users, the book first introduces the basic features of 3ds Max 2022 and then gradually progresses to cover the advanced 3D models and animations. In this book, one project which is based on the tools and concepts covered in the book has been added to enhance the knowledge of the users. Additionally, in this edition, the readers will be able to learn about some new and enhanced features introduced in 3ds Max 2022 such as Smart Extrude, Retopology modifier, Relax modifier, Slice modifier, Symmetry modifier, and so on. This book will help you unleash your creativity, thus helping you create stunning 3D models and animations. Salient Features Consists of 18 chapters and 1 project that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions guide the users through the learning process. Additional information throughout the book in the form of notes and tips. Self-Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge. Table of Contents Chapter 1: Introduction to Autodesk 3ds Max 2022 Chapter 2: Standard Primitives Chapter 3: Extended Primitives Chapter 4: Working with Architectural Objects Chapter 5: Splines and Extended Splines Chapter 6: Modifying Splines Chapter 7: Materials and Maps Chapter 8: Modifying 3D Mesh Object Chapter 9: Graphite Modeling Technique Chapter 10: Compound Objects Chapter 11: Modifiers Chapter 12: Lights and Rendering Chapter 13: Animation Basics Chapter 14: Rigid Body Dynamics and Helpers Chapter 15: NURBS Modeling * Chapter 16: Systems, Hierarchy, and Kinematics * Chapter 17: Particle Systems and Space Warps-I * Chapter 18: Particle Systems and Space Warps-II * Project 1: Creating a Diner Index (*For free download)

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