



# Getting Started with General and Scanline Materials in 3ds Max 2017

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## Getting Started with General and Scanline Materials in 3ds Max 2017 Rising Polygon

The Getting Started with General and Scanline Materials in 3ds Max 2017, 2nd Edition textbook offers a hands-on exercises based strategy for all those digital artists who have just started working on the 3ds Max [no experience needed] and interested in learning texturing in 3ds Max.

This brilliant guide takes you step-by-step through the whole process of texturing with General and Scanline materials/maps in 3ds Max. From the very first pages, the users of the book will learn how to effectively use General and Scanline materials/maps in 3ds Max.

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