

3ds max 6

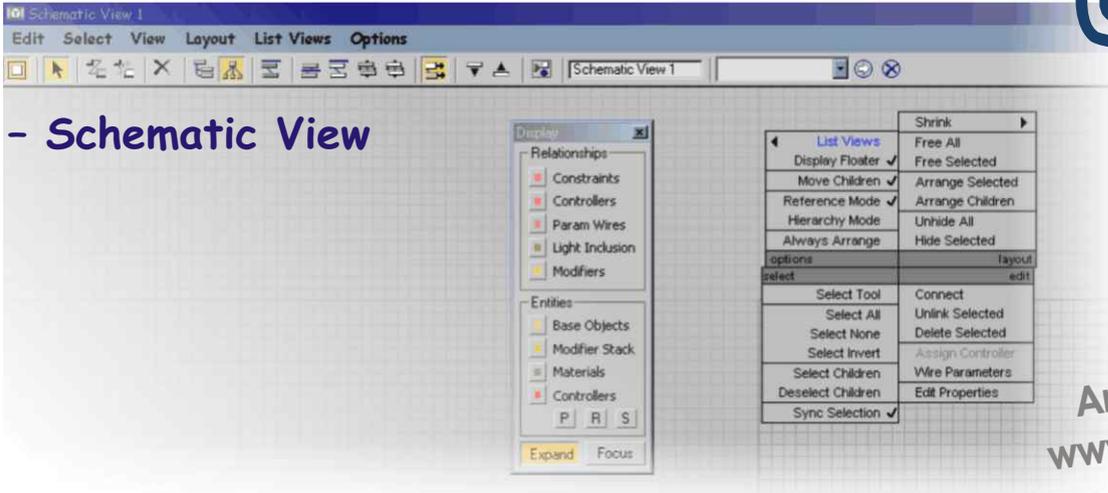


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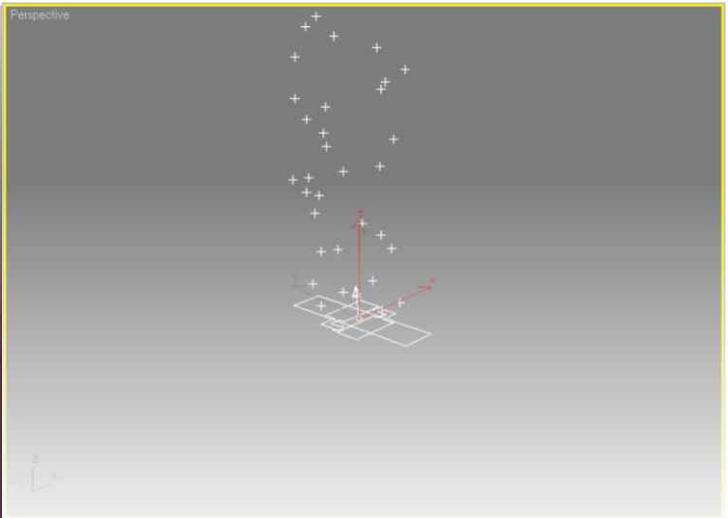
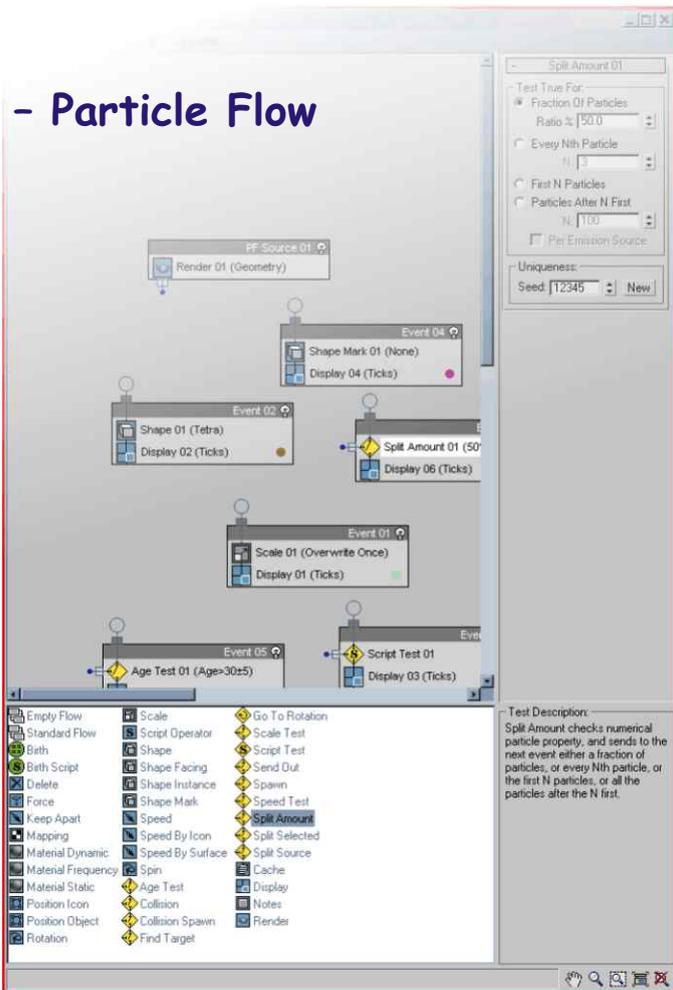
Image > Joana Garrido

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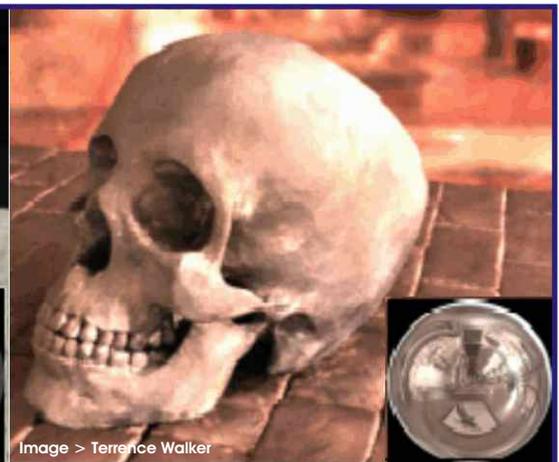
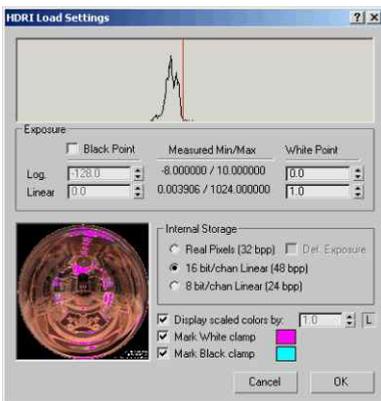
- Particle Flow

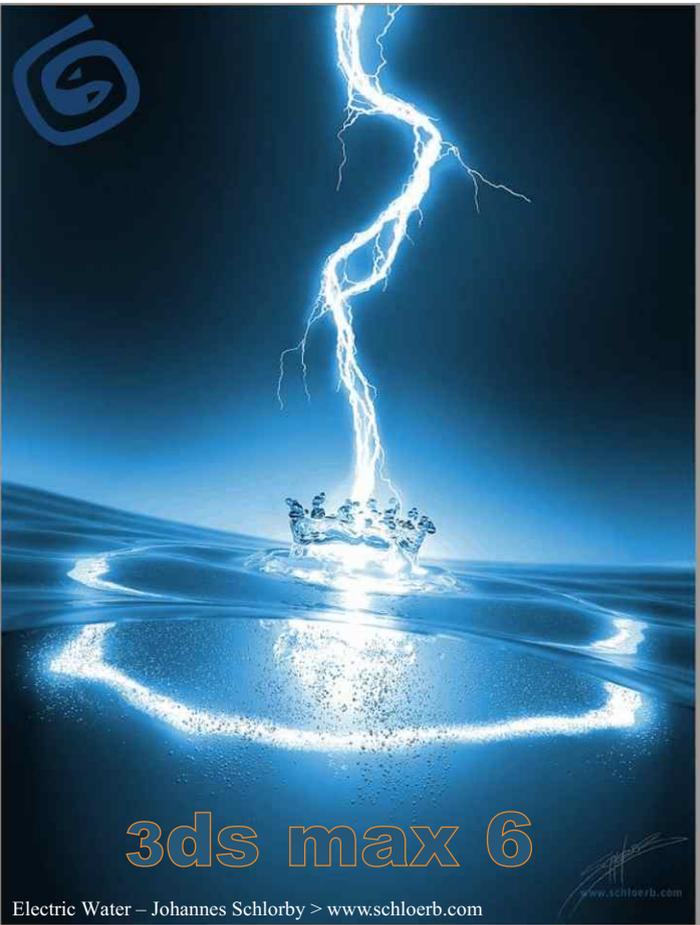


- "Blobmesh" metaballs

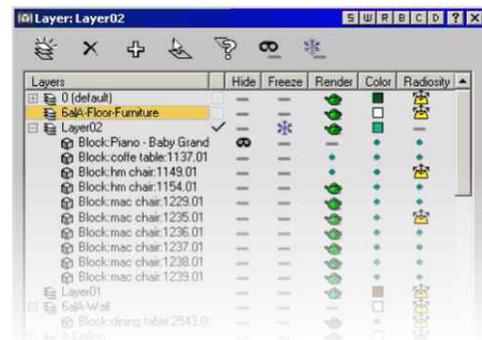
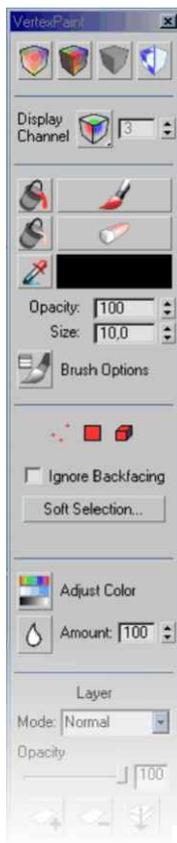


- HDRI Support > High Dynamic Range Images

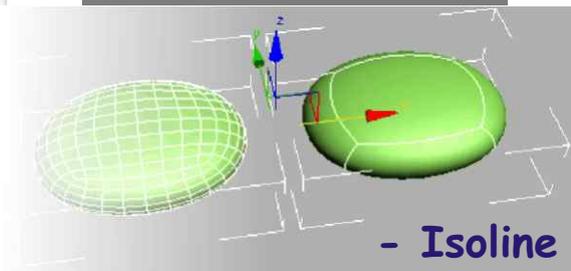
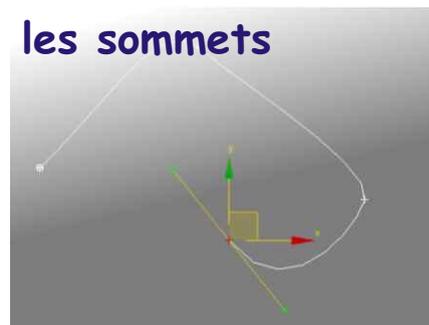




- Vertex Paint - Nouvelle interface et outils LAYER



- Directement modifier les sommets



- mental ray® 3.2

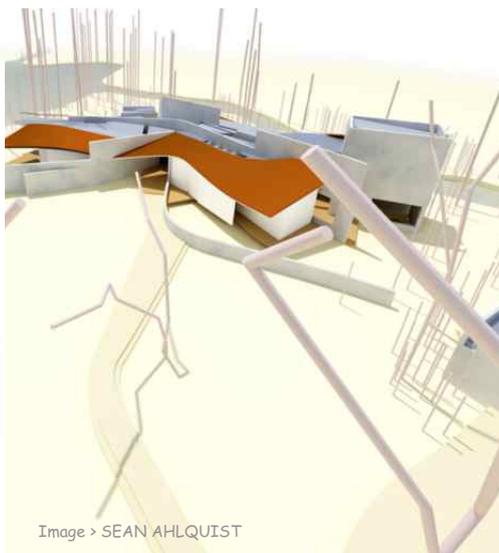
mental ray Contour Shading



Model rendered without contours



Model with contours added to the rendering
Simple contour shader



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Xmen
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The Ring
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Final Destination II
The League of
Extraordinary
Gentlemen
Star Trek Nemesis
Undisputed
Coronado
Panic Room
The Imposter
Murder By Numbers
Tristan & Iseut
The Majestic
Swordfish
Cats & Dogs
Mission Impossible II
The Mummy Returns
Tomb Raider
Driven

...et vous ?



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