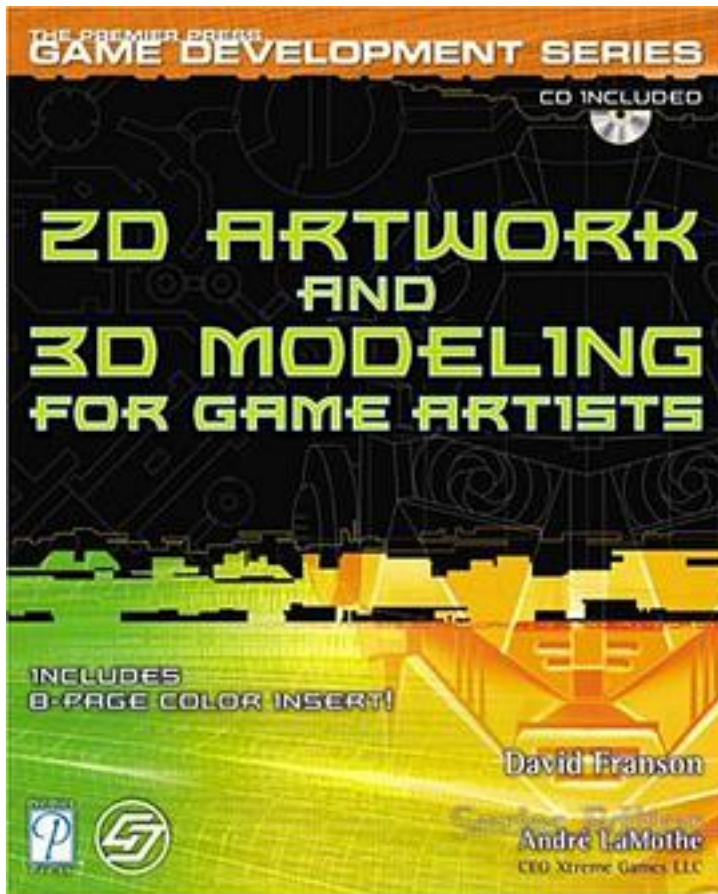


2D Artwork and 3D Modeling for Game Artists (Premier Press Game Development (Software))



[2D Artwork and 3D Modeling for Game Artists \(Premier Press Game Development \(Software\)\)_下载链接1](#)

著者:David Franson

出版者:Course Technology PTR

出版时间:2002-11-27

装帧:Paperback

isbn:9781931841337

作者介绍:

目录:

[2D Artwork and 3D Modeling for Game Artists \(Premier Press Game Development \(Software\)\)_下载链接1](#)

标签

评论

[2D Artwork and 3D Modeling for Game Artists \(Premier Press Game Development \(Software\)\)_下载链接1](#)

书评

[2D Artwork and 3D Modeling for Game Artists \(Premier Press Game Development \(Software\)\)_下载链接1](#)