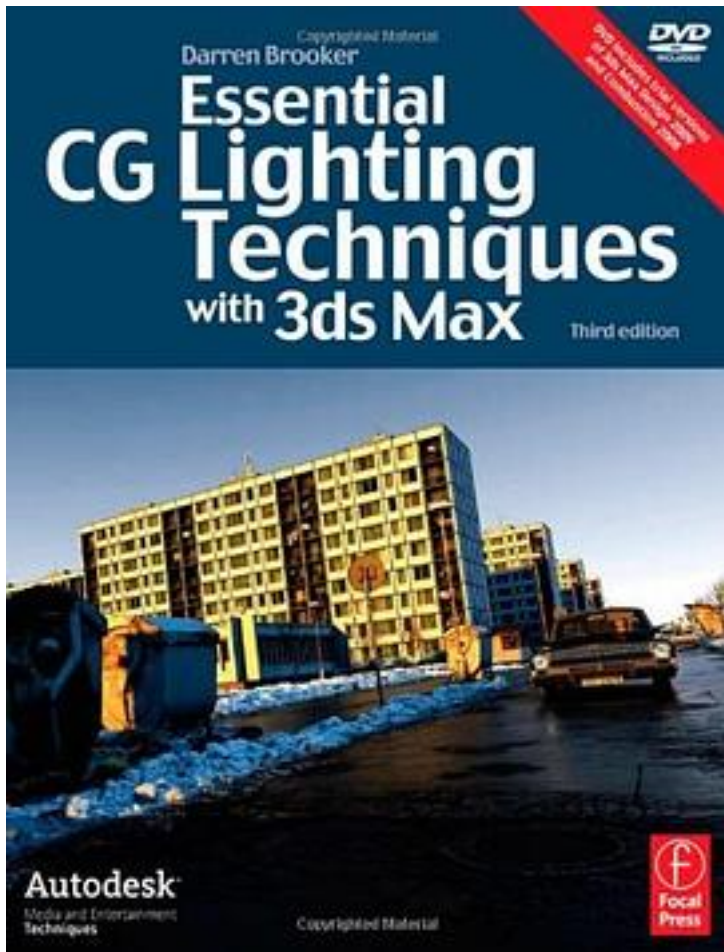


# Essential CG Lighting Techniques with 3ds Max, Third Edition (Autodesk Media and Entertainment Techniques)



[Essential CG Lighting Techniques with 3ds Max, Third Edition \(Autodesk Media and Entertainment Techniques\) 下载链接1](#)

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Certified by Autodesk, Darren Brooker's new edition teaches the production techniques behind real-world work. The tutorials take you from the fundamentals of lighting, right through to advanced techniques.

- \* Everything you need to learn the art of CG lighting in one easy-to-use volume
- \* Free trial software and detailed tutorials take you through every step of the CG lighting process
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