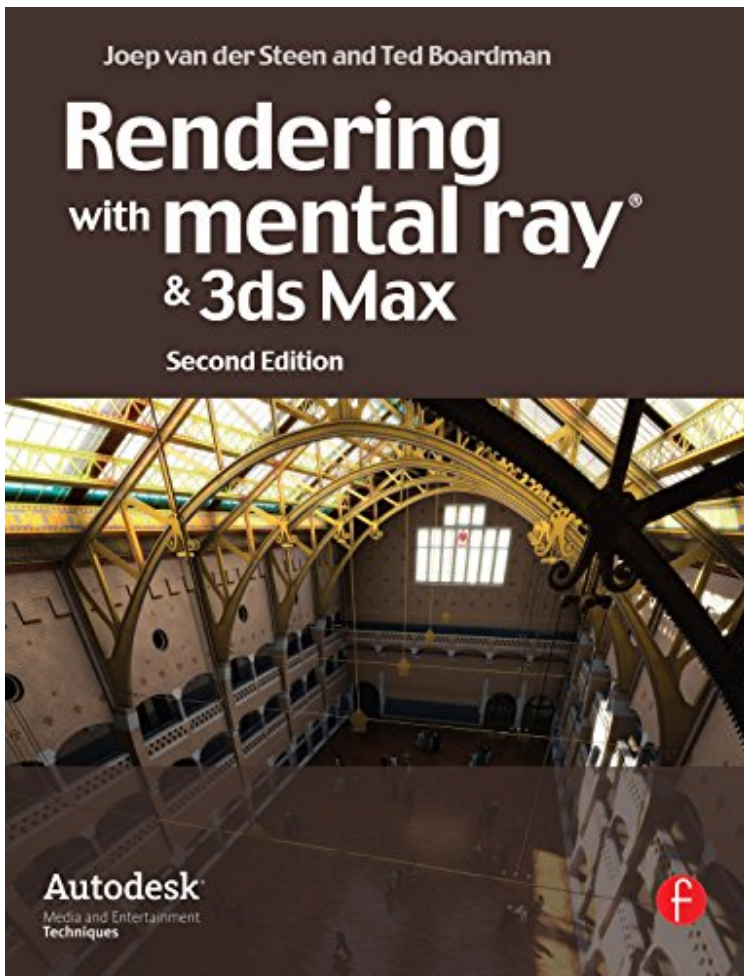


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Rendering with mental ray and 3ds Max



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throwing himself into its cold deep waters without water wings. Ted Boardman has been author or co-author of 14 books on 3ds Max which have been sold worldwide in many languages. He is an award-winning 3ds Max trainer specializing in fundamental training techniques and has worked with 3ds Max since its inception.