

# Poly-modeling With 3ds Max: Thinking Outside Of The Box

**Todd Daniele**

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Poly-Modeling With 3ds Max Thinking Outside of the Box - Scribd Summary: Daniele, Todd is the author of Poly-Modeling with 3ds Max: Thinking Outside of the Box, published 2008 under ISBN 9780240810928 and . E-Books: Poly-Modeling with 3ds Max: Thinking Outside of the Box Polymodeling is a modeling technique used in 3d modeling. artists can use the polygon the basic building block of all of the primitives available in 3ds Max.