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Project 01. Project 1 is the beginning of your journey into the world of Autodesk 3ds Max software and making art for games. In Lesson 2 we will begin by exploring the user interface, known as the UI, as you begin to understand how to move around and navigate in 3D.

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Focal Press and Autodesk are co-publishing Learning Autodesk 3DS Max 2010 Foundation for Games , a book that delivers hands-on experience with the tools and techniques available in the new version of Max.