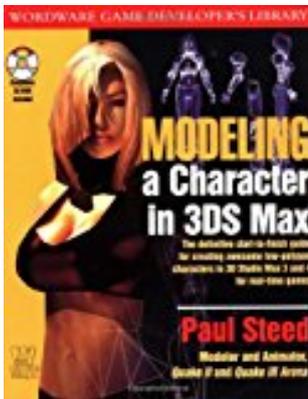# [PDF] Modeling A Character In 3DS MAX (One-Off)

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Description:

About the Author Paul Steed is widely considered to be the dominant 3D game modeler and animator in the business. He has worked in the computer game industry for nearly ten years, including four years at id Software, where he worked on Quake II, Quake III Arena, and Quake III Team Arena. He is now a producer at WildTangent, a web-based technology and content company founded by former Microsoft DirectX evangelist Alex St. John, where he builds and directs the

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