

DIGP7001: Creating Character Models (Semester 1)

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Mastering Autodesk Maya 2016 - Todd Palamar, 2016

Book

Mastering Autodesk Maya 2016 - Todd Palamar, 2016

Book

3D art essentials: the fundamentals of 3D modeling, texturing, and animation - Chopine, Ami, 2011

Book

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