



Realistic Architectural Rendering with 3ds Max and mental -Ray (Autodesk Media and Entertainment Techniques)

By Jamie Cardoso, Roger Cusson

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Editorial Review

About the Author

Roger Cusson is an active educator and consultant working in the professional and academic architectural field. He has authored several titles on Autodesk Viz and 3ds Max, 3ds Max Design, AutoCAD and Revit. Jamie Cardoso is a senior 3D artist and special effects designer. Currently he is working as a 3D Consultant for a variety of professional organizations worldwide. Find more information at jamiecardoso-mentalray.blogspot.com.

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