

Main Areas of Interest

1. Skin modifier / Skinning a character on a Cat object
2. Space warps and Particle Effects
3. Topology
4. Edge Flow
5. Bone Tools
6. Curve editor
7. Wire parameters
8. Spring controller

Videos (Lynda/ LinkedIn/ YouTube)

1. Introduction to 3ds max 2015
2. Modelling in 3ds Max
3. Rigging In max
4. Arrimus 3d – YouTube