Modeling the Environment: Techniques and Tools for the 3D Illustration of Dynamic Landscapes

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This full-color book offers coverage of 3D visualization tools for land planning and landscape architecture. The methods and theories presented focus landscape representation on human experience. Supported by a dedicated Web site offering tutorials and forums, the text shows how to use tools like 3ds Max, SketchUp, Maya, and Civil 3D to create dynamic landscape environments. It also demonstrates how to integrate 3D visualization tools into existing workflows, and offers critical coverage of intelligent drawings and representations, giving readers a glimpse at the future of the profession.

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