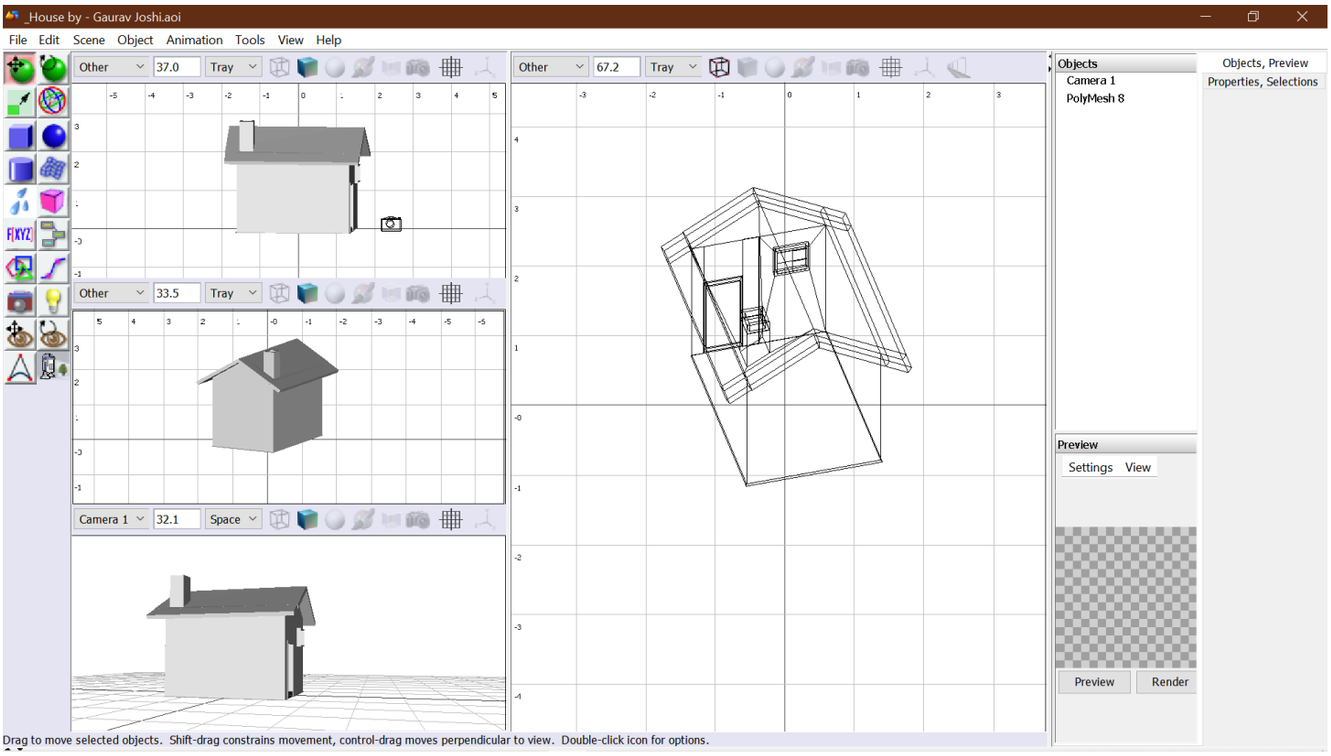
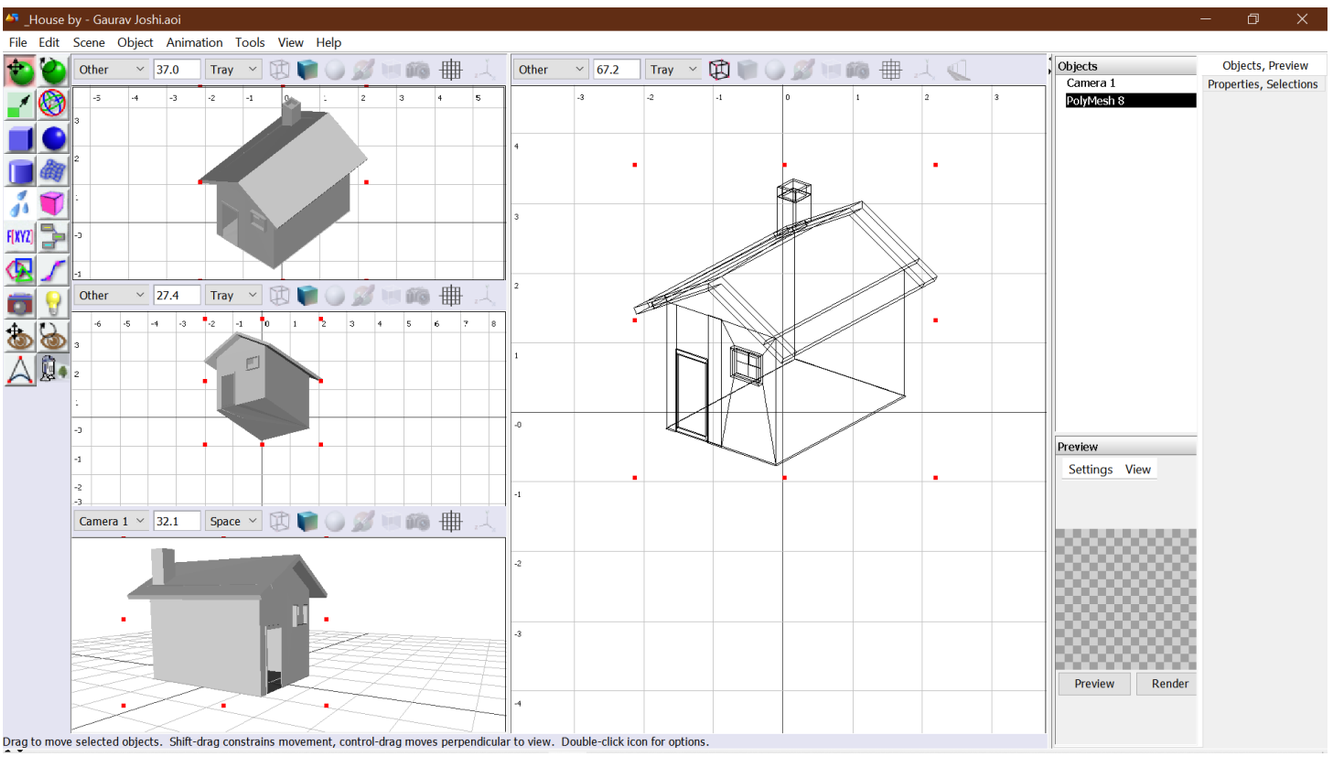
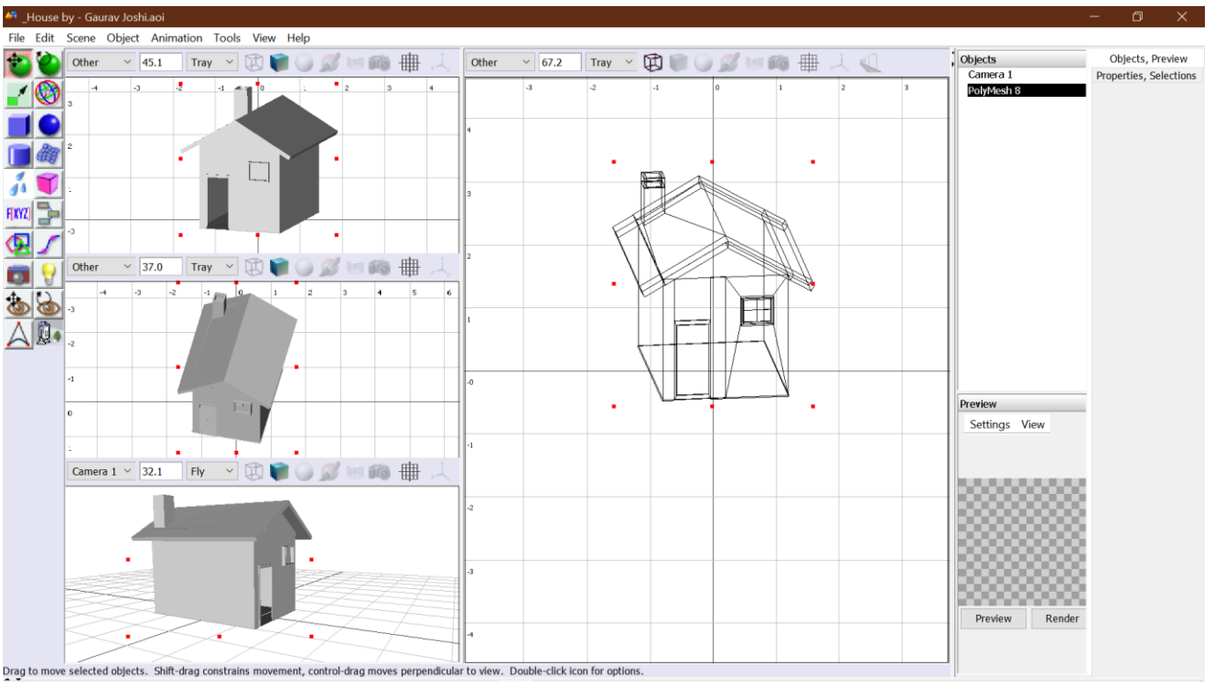
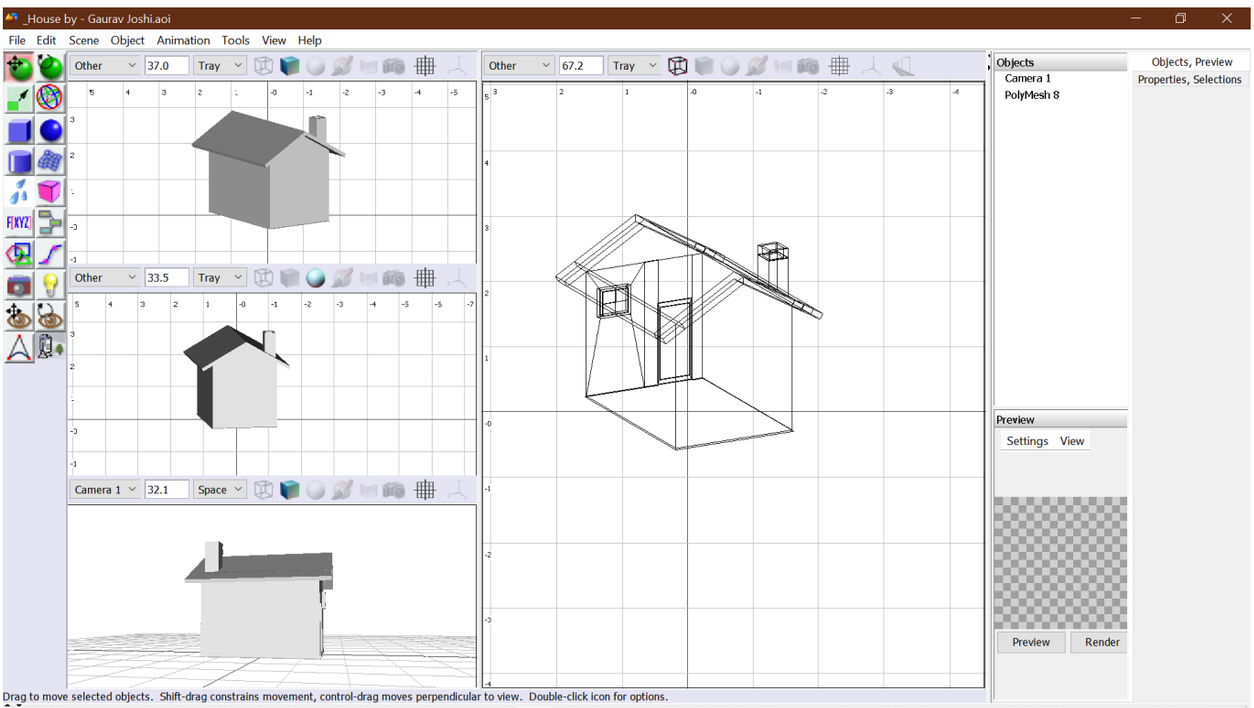
3 D MODELLING

Using of art of illusion, develop any structure in 3d.






_House by - Gaurav Joshi.aoi
File Edit Scene Object Animation Tools View Help
Other 45.1 Tray
Other 37.0 Tray
Camera 1 32.1 Fly
Other 67.2 Tray
Objects
Camera 1
PolyMesh 8
Objects, Preview
Properties, Selections
Preview
Settings View
Preview Render
Drag to move selected objects. Shift-drag constrains movement, control-drag moves perpendicular to view. Double-click icon for options.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File Edit Scene Object Animation Tools View Help
Other 37.0 Tray
Other 33.5 Tray
Camera 1 32.1 Space
Other 67.2 Tray
Objects
Camera 1
PolyMesh 8
Objects, Preview
Properties, Selections
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